

WINNING GAME TIPS FOR

SONIC^{THE} HEDGEHOG

AN UNAUTHORIZED PLAYERS' GUIDE

HOT SECRETS AND
STRATEGIES FOR PLAYING:

- SONIC THE HEDGEHOG CD
- SONIC SPINBALL
- SONIC CHAOS (GAME GEAR)
- DR. ROBOTNIK'S MEAN
BEAN MACHINE
- SONIC THE HEDGEHOG
- SONIC THE HEDGEHOG 2

794.8
W1

THIS PUBLICATION IS NOT AUTHORIZED BY, LICENSED BY, OR AFFILIATED WITH SEGA GENESIS. SEGA®, GENESIS®, GAME GEAR®, AND SONIC THE HEDGEHOG™ ARE REGISTERED TRADEMARKS OF SEGA OF AMERICA, INC.

TIPS FOR GENESIS
AND GAME
GEAR

A **PI** BOOK**WINNING GAME TIPS FOR****SONIC^{THE} HEDGEHOG**

AN UNAUTHORIZED PLAYERS' GUIDE

Introduction	2
Sonic the Hedgehog CD	4
Sonic Spinball.....	13
Sonic Chaos	18
Dr. Robotnik's Mean Bean Machine	25
Sonic the Hedgehog (Genesis)	26
Sonic the Hedgehog 2 (Genesis)	40
Sonic the Hedgehog (Game Gear)	54
Sonic the Hedgehog 2 (Game Gear)	58

Oftentimes game manufacturers will produce several generations of one game. Because of this, some hints, passwords, or Game Genie codes may not work for all games. Occasionally you may have to try a code or password more than once, or you may have to cold boot (shut down and restart) your game system before a code or password will function.

This publication is not authorized by, licensed by, or affiliated with Sega, Sega Genesis, or Sega Game Gear. Sega®, Sega Genesis®, Sega Game Gear®, and Sonic the Hedgehog™ are registered trademarks of Sega of America, Inc. Game Genie codes © 1994 Lewis Galoob Toys, Inc. GAME GENIE® is a trademark of Lewis Galoob Toys, Inc.

The products named in the publication are trade names or trademarks of their respective companies. Publications International, Ltd. has no affiliation or contractual agreement with any manufacturer of video games and is not affiliated with any of the companies or products covered in this publication.

All rights reserved under International and Pan American copyright conventions. Copyright © 1994 Publications International, Ltd. This publication may not be reproduced or quoted in whole or in part by mimeograph or any other printed or electronic means, or for presentation on radio, television, videotape, or film without written permission from Louis Weber, C.E.O. of Publications International, Ltd., 7373 N. Cicero Ave., Lincolnwood, Illinois 60646. Permission is never granted for commercial purposes. Printed in U.S.A.

THE STORY OF SONIC: A HEDGEHOG WITH AN ATTITUDE

Just a few short years ago, the most famous video game character was Mario, a strange princess-chasing, Koopa-bashing Italian plumber.

Ah, but that was then and this is now: Sonic the Hedgehog is the first video game star with what seems to be an *attitude*. Sonic literally blew past all of the competition, carrying the Sega Genesis machine with him to the top of the 16-bit gaming heap.

Sonic is a blue superhero hedgehog with blinding speed. Along with it he carries his wicked attitude. He stars in a comic book series, a pair of animated television series, and, of course, the Sonic the Hedgehog games.

So who's this Sonic guy anyway? He's faster than a mutant turtle, more powerful than an Italian plumber, and able to defeat Badniks with a single attack. He's also smart, heroic, and fearless. In the Sonic the Hedgehog games, he's the only character powerful enough to stop Dr. Robotnik's evil schemes.

On Sega Genesis, there are a variety of games in which you will find Sonic. This crazy hedgehog first appeared in the original SONIC THE HEDGEHOG.

There's also the best-selling SONIC THE HEDGEHOG 2, a sequel to the original that offers twice the action, additional Zones, and new Badniks to defeat. SONIC 2 introduces a new character named Tails. It also allows for two players to participate in a state-of-the-art, split-screen, simultaneous-action mode.

Sonic's worldwide stardom has also allowed him to be featured in a series of games on Sega's hand-held Game Gear. Both SONIC 1 and 2 offer original game play, totally different Zones, and plenty of never-before-seen obstacles for Sonic to overcome.

And now there are three fabulous new challenges.

SONIC SPINBALL is a fast-action pinball adventure for Genesis. Here, Sonic must travel to Dr. Robotnik's hidden fortress in a far-off volcano and break through the Doc's Pinball Defense System. SONIC SPINBALL, as its name implies, is unlike the other Sonic games, because it is a high-tech pinball challenge, not a primarily horizontal scrolling adventure.

Game Gear fans can check out SONIC CHAOS, which offers six additional Zones in yet another unique adventure. In this

new adventure, you can control either Sonic or Tails as they perform a series of cool new moves. Sonic's Rocket Shoes allow him to fly for short periods, and the Pogo Springs allow Sonic or Tails to jump extra high.

Sega CD system owners can experience the most detailed and intense Sonic game yet. SONIC THE HEDGEHOG CD offers more than 60 stages, extra-detailed graphics, and an original soundtrack. It also gives Sonic the ability to transport himself into the past or warp into the future to stop Dr. Robotnik's deadly time travel experiments. Tails doesn't appear in SONIC CD, but gamers are introduced to a new character named Princess Sally.

If puzzle games are more your thing, check out DR. ROBOTNIK'S MEAN BEAN MACHINE. Available for Genesis and Game Gear, it is a one- or two-player puzzle game that requires you to match up same-colored beans that drop down from the top of the game screen. The 13 levels in this game are fast, fun, and totally addicting.

All of the games in the Sonic the Hedgehog series have become bestsellers. Each offers a different story and different challenges, but each game places Sonic against his arch rival Dr. Robotnik, who is constantly transforming friendly animals into evil robotic Badniks programmed to attack Sonic.

As long as there are Sega video game systems, there will be new Sonic adventures. In early 1994, watch for the release of SONIC THE HEDGEHOG 3 for Genesis. This new cart will continue the rivalry between Sonic and Dr. Robotnik, introduce new characters, and feature all-new moves and power-ups for Sonic to use on this challenging new quest. As new

programming techniques allow for better data compression, larger Zones, and faster game play, you can be sure Sega's programmers will pack excitement into each new Sonic game.

Whether you're a Genesis, Game Gear, or Sega CD gamer, this strategy guide will provide you with tips, tricks, codes, and strategies for helping Sonic through many obstacles found in the popular Sonic the Hedgehog adventures. We've included Game Genie codes for several games so that you can temporarily customize your game-play experience; you'll need to purchase the separately available Galoob Game Genie to use those codes.

Go forth and zzzzooooooooommmmm!



Image provided by Sega of America, Inc.

SONIC THE HEDGEHOG — CD —

SONIC THE HEDGEHOG CD, released for Christmas of 1993, features our hero in a race against time to save the world from Dr. Robotnik. Sonic and his new pal, Princess Sally, have discovered Robotnik's diabolical plan to steal the Time Stones and use them to bend time and rule the world.

Near the beginning of the game, Princess Sally will be kidnapped (surprise!). That means it's up to Sonic to stop the Doc and rescue Sally.

Over the course of this adventure, Sonic must warp from the present to the past, and into the future, to fix what Dr. Robotnik has altered. The Zones in SONIC CD include: Tidal Tempest, Quartz Quadrant, Wacky Workbench, Stardust Speedway, and Metallic Madness.

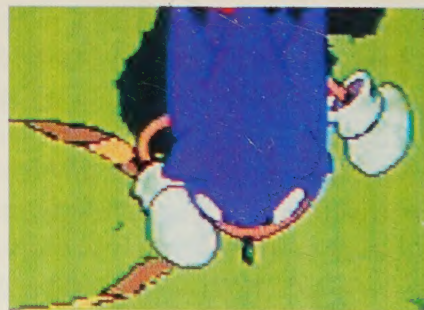
SONIC THE HEDGEHOG CD offers more than 60 different Acts that feature breathtaking graphics and an awesome soundtrack.



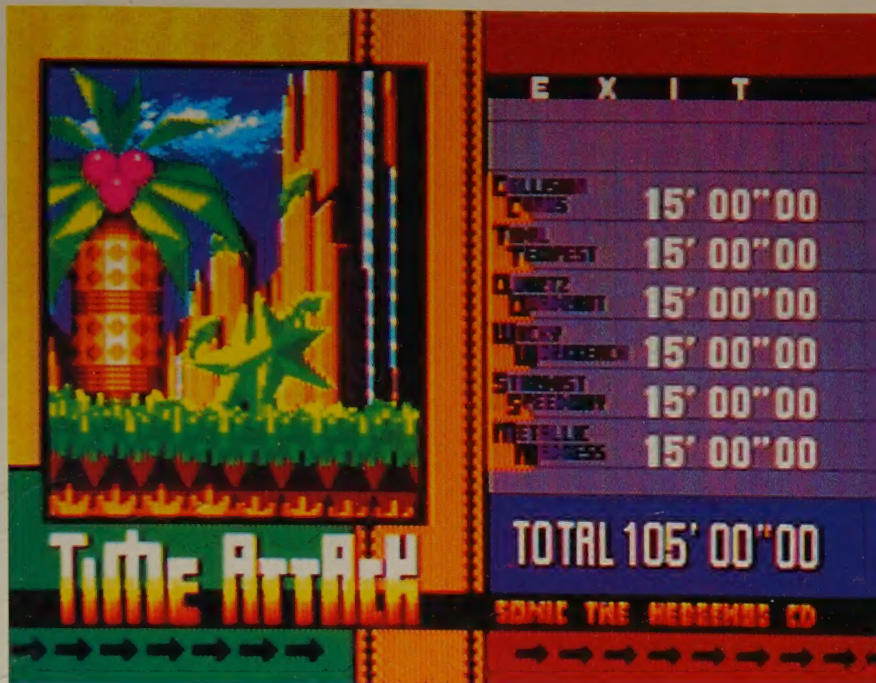
SONIC CD features all-new, one-player action. From this Main Title Screen, you can choose to start a new game, continue a saved game, or experience a Time Attack competition.



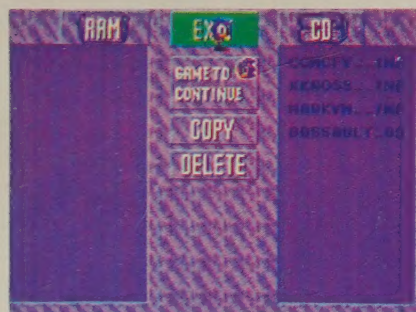
In SONIC THE HEDGEHOG CD, America's favorite superhero hedgehog has several powerful new Super Moves beyond the Spin Attack and Spin Dash Attack. You'll also want to use Sonic's Super Peel Out and Super Grip to outsmart the army of Badniks.



At the start of the game, you can kick back and watch an animated sequence that introduces the story of Sonic's current adventure.



The Time Attack is a race against the clock. Your goal is to choose a Zone and try to complete it as quickly as possible. You can only experience a Time Attack for a Zone that you've already completed during a normal game. Past and future time warping is not possible in the Time Attack game-play mode.



SONIC THE HEDGEHOG CD uses the Sega CD system's backup RAM (Random Access Memory) to store your game data. From this screen, you can copy or delete game data from memory.



Palmtree Panic is the first Zone of the game. Here you'll encounter plenty of aboveground action, including 360-degree loops, catapults, floating platforms, and Badniks galore.



In addition to catapults, you'll encounter these spinning discs that will make Sonic quite dizzy if he spends too much time on them.



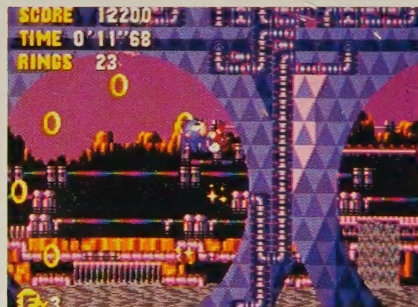
Back again are Sonic's familiar Gold Rings, and all of the Zones in SONIC THE HEDGEHOG CD contain power-up monitors. When Sonic activates a Shield power-up, a force field (shown) will surround him and protect Sonic from one attack by a Badnik. Other power-ups in this game include: Power Sneakers (they allow Sonic to travel at ultra-fast speed), Super Rings (worth 10 Gold Rings each), 1-Ups (give you an extra life), and Invincibility (makes Sonic temporarily invincible against all Badniks and obstacles).



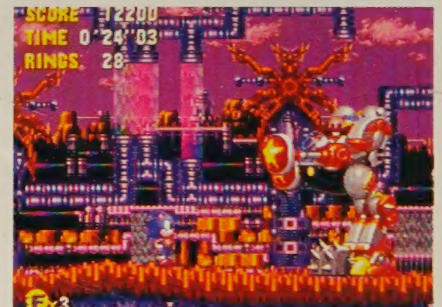
Throughout every Zone will be time warp signs labeled either past or future. When Sonic touches one of these signs to activate it, you'll hear a voice say "past" or "future" and a special symbol will appear at the bottom-left corner of the game screen. Now, when Sonic speeds up, he'll leave behind a trail of bright stars. Keep moving fast and Sonic will automatically warp into another time. Activating a past time warp allows Sonic to stay within the same Act, but he will reappear a long time in the past. If Sonic is busy exploring the future, he can use a past time warp to return to the present.



When Sonic activates a future time warp, he can travel from the past to the present, or from the present into the future. Thanks to Dr. Robotnik's time tampering, there are two possible futures that Sonic can travel into. The first future is free from the Doctor's evil torment. The other future, however, is loaded with traps and Badniks.



Whenever Sonic uses a time warp, he'll remain in the same Act. However, the color of everything will change, depending on where in time he has traveled. If Sonic travels to the past and manages to clean up an Act by defeating the Badniks, the future will turn out much better.



At the end of the last Act of each Zone, Sonic will encounter Dr. Robotnik who will be testing out one of his deadly gadgets, custom-designed to defeat Sonic. A Spin Attack is usually the best weapon for fighting the Doc. In this case, you must aim above the bumper arms (and avoid the spiked feet) of Robotnik's giant suit.



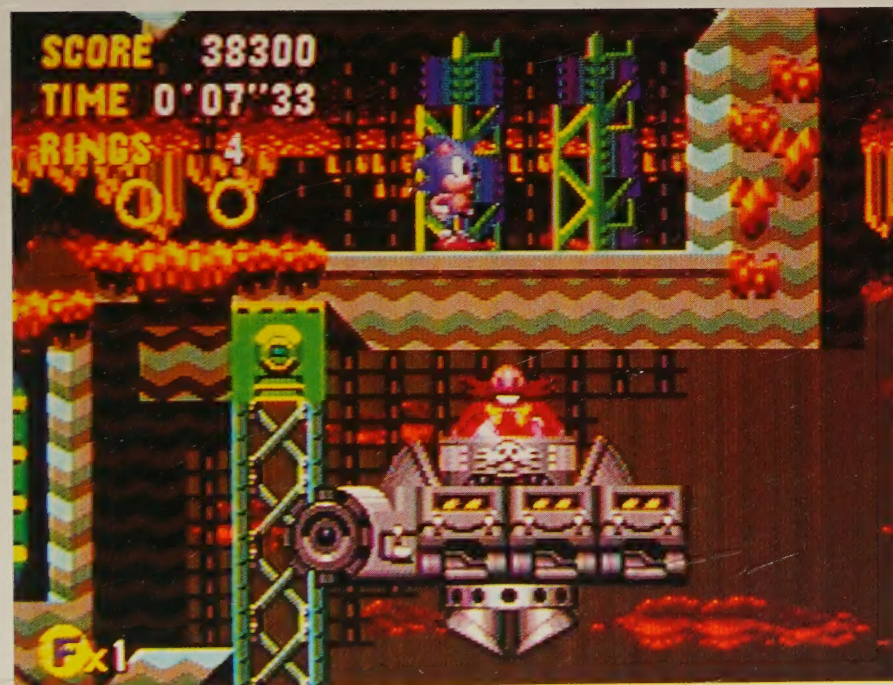
Bouncing around on catapults and bumpers will allow Sonic to travel upward and break these floating glass bubbles. Breaking the bubbles is worth points, but it will also clear your path to follow different routes toward the end of the Act. Try to travel as high as you can by bouncing on the bubbles.



At the start of SONIC CD, a robotic Sonic creature (built by Dr. Robotnik) kidnapped your best friend, Princess Sally. As you explore the various Zones of this game, you'll periodically run into this metallic Sonic, like here in Palmtree Panic Zone 2.



At the very start of the game, you will have three lives. Activating 1-Up icons (which are hidden throughout most Acts) will provide you with one extra life. Collecting 100 Gold Rings within a single Act is also worth one extra life. An extra life will also be awarded each time you earn 50,000 points.



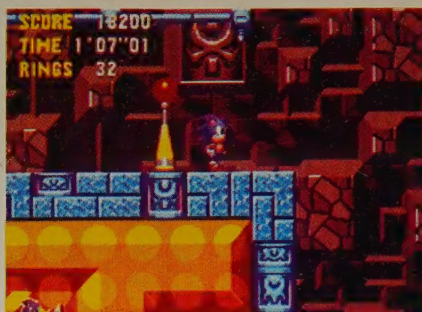
He's back again! This time, you've got to chase the Doc until you can make your way through the maze and fight him face-to-face. As usual, it'll take a few strategically placed Spin Attacks to be victorious.



At the end of every Act, your score will be calculated. If Sonic spends some time cleaning up the past or the present, he'll make a good future. Points are awarded based on the number of Badniks you've beaten, how many Gold Rings Sonic has collected, and how quickly Sonic made it through the Act. Additional points will be awarded by defeating Dr. Robotnik at the end of a Zone or by bouncing off most bumpers.



The Tidal Tempest Zone takes place primarily underwater. This means you must always be on the lookout for giant air bubbles for Sonic to leap into so he can replenish his air supply and avoid drowning. If our hero goes too long without getting air, numbers will start appearing near Sonic's head. When these numbers reach zero, Sonic loses a life. In this Zone, look for switches that activate fast-spinning propellers. If Sonic jumps over these propellers, he'll be shot upward.



Lampposts act as level markers. If Sonic has touched a Lamppost, he will restart that Act from the location of the last activated Lamppost if he is killed (assuming he has lives remaining in the game). If no Lamppost has been activated at the time Sonic loses a life, he must restart the Act from the beginning.



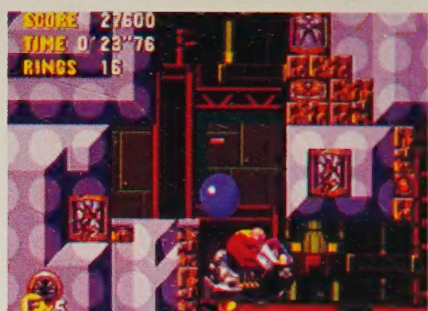
To open trap doors and certain passages, make Sonic step on the switches scattered throughout most of the Acts. The locations of some switches will be obvious. However, others will be a bit trickier to find.



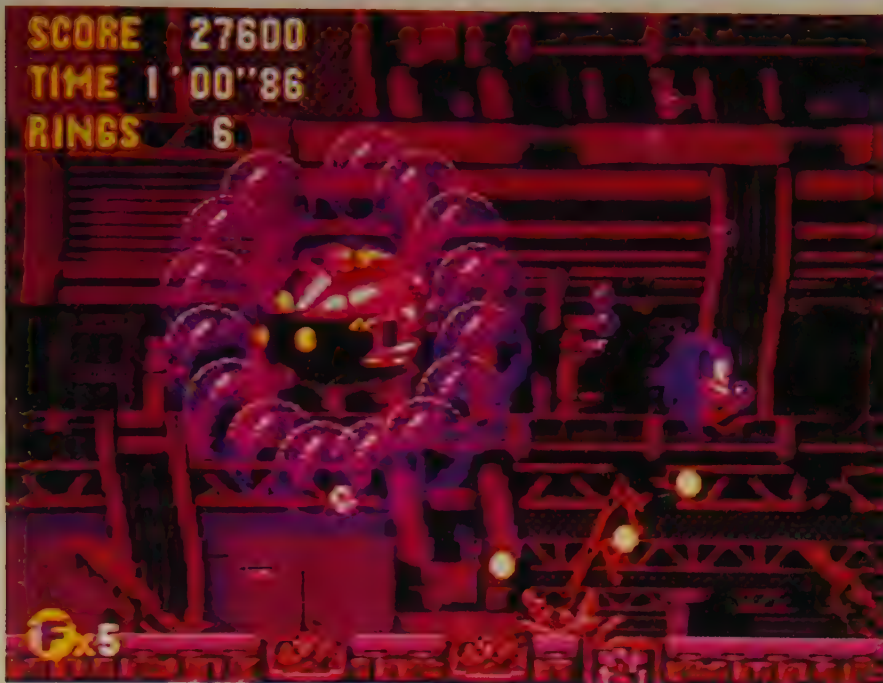
Breakaway bridges are a snap to get across if you hustle. If Sonic stands on these bridges (or platforms) for too long, he will fall. Sometimes, it is necessary to drop down a level, while other times it's more beneficial to keep traveling along the higher routes.



The end of an Act is near when you see a Goal sign. Before Sonic passes this sign, he can double back, collect additional Gold Rings, and continue to explore the current Act. Once Sonic passes this sign, the Act will end.

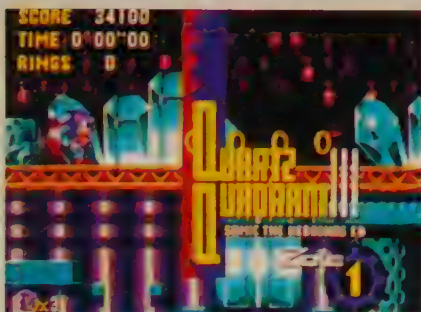


When Dr. Robotnik appears, you know you're in for yet another battle against one of his deadly contraptions. Quickly perform Spin Attacks and keep chasing the Doc until you reach an open area.



After chasing the Doc to this location, you'll find yourself underwater. The Doc's sub will be surrounded with large purple air bubbles. Sonic must leap upward and pop them one at a time. Once a hole opens that is large enough for him to get through, he should begin launching attacks directly on Robotnik's ship.

Meanwhile, the ship will travel across the game screen and periodically launch an energy weapon that Sonic must avoid. It's much easier to destroy Dr. Robotnik's sub if Sonic has Gold Rings in his possession when he reaches this area.



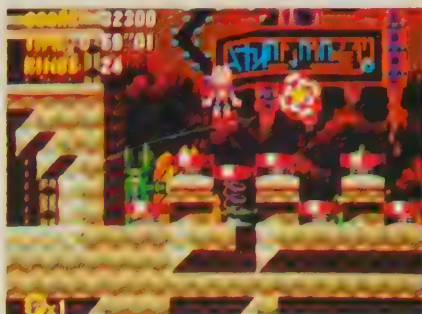
The Quartz Quadrant Zone contains plenty of colorful rocks and gems, not to mention lots of Badniks. When Sonic touches the arrow signs scattered throughout this Zone, the direction the conveyor belts are traveling will change.



You've probably encountered worm-like Badniks before in other Sonic challenges. This bright-pink Badnik can be defeated if Sonic performs a Spin Attack or Spin Dash Attack aimed at the creature's head.



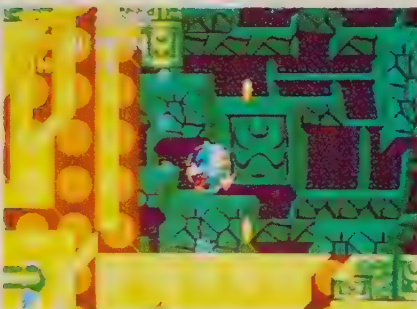
If the ceiling is too low to leap up and perform a Spin Attack on a Badnik's head, take a step or two backward and launch a Spin Dash Attack.



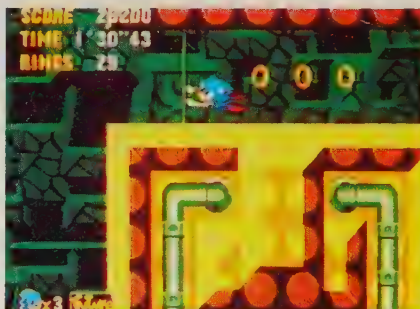
Up, up, and away! Sonic loves jumping onto catapults and flying upward into the air to reach higher power-ups or floating rings. While Sonic is soaring through the air, press the LEFT or RIGHT arrow to control Sonic's direction.



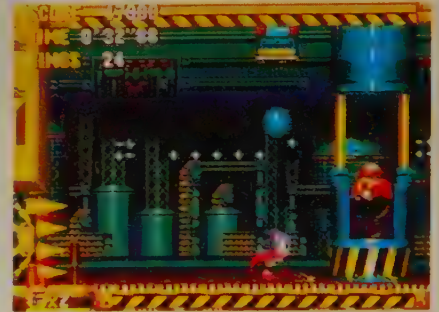
When Sonic is faced with a steep hill in his path, sometimes a Spin Dash Attack will help him generate enough speed to run to the top of the hill. But, the trick here is to leap onto the moving escalator platform and Sonic will ride upward with ease.



Exploring the underwater areas of the Tidal Tempest Zone is dangerous for Sonic because it's easy for him to run out of air. When you see air bubbles coming up from the ground, hang out for a few moments until a giant air bubble appears, then leap into it. This will replenish Sonic's air supply and allow him to continue toward the end of the Act.



The water current in the Tidal Tempest Zone can be a bit strong. When Sonic grabs onto a pole, use the UP or DOWN arrow to move Sonic up or down. This way he won't get pushed into sharp spikes when he releases his grip on the pole. To release Sonic, press the 'A', 'B', or 'C' button.



This encounter with Dr. Robotnik takes place on a treadmill. The Doc controls an energy weapon that will fly overhead and drop energy bombs down at Sonic. Avoid these bombs by leaping out of the way or moving backward (to the left) a bit. On the extreme left side of the screen are large spikes. If Sonic touches these spikes, he's history! As long as you remain safe and keep running toward the Doc, his contraption will eventually fall apart, overheat, and then explode.



Welcome to the Wacky Workbench Zone, where electrical currents flow freely. If Sonic isn't extra careful, this Zone will prove to be a shocking experience! The exhaust vents in this Zone will turn Sonic into an ice cube, while the bumpers and catapults will constantly send Sonic flying in different directions.



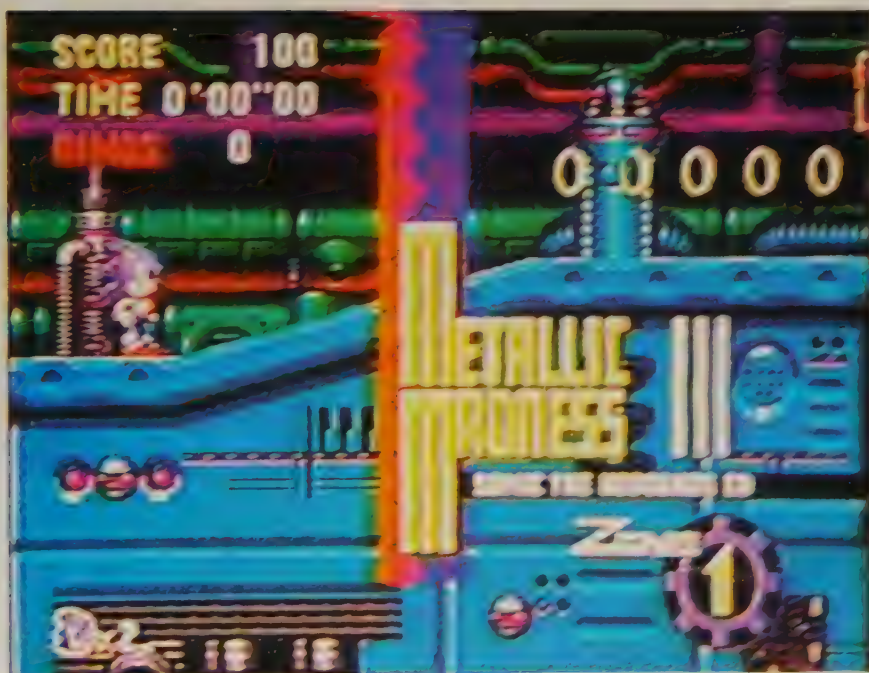
Use the RIGHT arrow while Sonic is hanging from this pipe to inch him to the right. When it's safe to land back on the ground, press the 'A', 'B', or 'C' button.



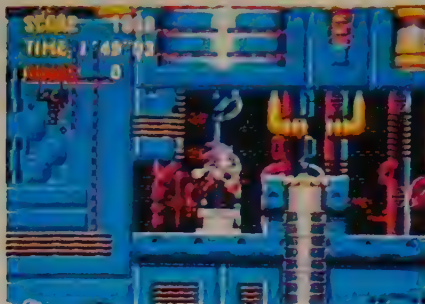
This tricky little obstacle requires Sonic to keep leaping to the higher side of this floating seesaw to make it rise upward. If you stand on one side for too long, the seesaw will start traveling downward. Perfect timing and coordination are vital, because it's very easy to jump too far and fall off this seesaw platform.



At the end of an Act, if Sonic is holding between 50 and 99 Gold Rings, a giant Gold Ring will appear after the End Level Marker. Have Sonic jump into this large ring and he'll be transported into the Special Stage. In this stage, Sonic must run forward, along the track. Meanwhile, UFOs will fly overhead. Leap upward and destroy these UFOs before the timer reaches zero. If you destroy all of the flying ships, you'll receive one Time Stone. Your ultimate goal is to locate and grab a total of seven Time Stones in order to stop Dr. Robotnik from traveling through time.



Metallic Madness is the seventh and final Zone of SONIC CD. It is almost like being inside a car opener for Sonic. In it there are pumping pistons, spinning wheels and badniks with blades. As if that is not enough, if you manage to complete the three difficult Acts which make up this Zone, prepare to go face-to-face against Dr. Robotnik in a final confrontation.



In order to be transported through the vacuum tubes, Sonic must activate this switch by standing on it. Each switch Sonic activates opens a locked door further on in the Act. Eventually Sonic will get zapped by a reduction beam. Look for an enlarger later in the Act to get Sonic back to full size. Occasionally Sonic will come across spiked obstacles in this Zone. To get beyond some of these it may be necessary to jump on them and lose your rings. Be sure to grab as many rings as possible before attempting this trick.



As these spiked pieces of ceiling drop down, Sonic must be standing near the gap or he'll be crushed. Keep working your way upward as you near the end of this third and final Act in SONIC CD. The Doc is waiting!

TIP: If you need to pick up speed quickly to race around an obstacle, such as a 360-degree loop, stand still and then launch a Spin Dash Attack.

TIP: Defeating a Badnik is worth between 100 and 1,000 points each. Beating Dr. Robotnik at the end of a Zone is worth 1,000 points. You'll earn 100 points for every Gold Ring Sonic is holding at the end of an Act.

TIP: The following number of Time Bonus Points are awarded if you complete an Act in less than:

:30	50,000 Points
:45	10,000 Points
1:00	5,000 Points
1:30	4,000 Points
2:00	3,000 Points
3:00	2,000 Points
4:00	1,000 Points

TIP: To perform a Super Peel Out, Sonic must first be standing still. Next, hold the UP arrow and press the 'A', 'B', or 'C' button on the controller until Sonic starts spinning in place. When you release the UP arrow, Sonic will shoot forward.

During a Super Peel Out, Sonic is invincible. A Spin Dash Attack is similar to a Spin Peel Out. However, during a Spin Dash Attack, Sonic is not invincible.

TIP: Sonic only has ten minutes in video game time to complete each Act. If Sonic hasn't activated the Act's End Level Marker before the timer in the upper-left corner of the game screen reaches zero, he'll lose a life. The faster you complete an Act, the more Time Bonus Points you'll receive at the end of the Act.

TIP: In SONIC THE HEDGEHOG CD you have an unlimited number of Continues, which means when you run out of lives you can continue from the beginning of the last Zone you were in before your game ended.

TIP: Hidden rooms and secret passageways are located in every Act! Within hidden rooms you'll discover power-ups. Hidden passageways will often act as shortcuts to the end of the Act.

TIP: In the Special Stage, stay out of the water. If Sonic gets wet, he'll lose ten seconds. Once you've grabbed all seven of the Time Stones, this Special Stage will no longer appear.

GENESIS

SONIC SPINBALL

Sonic has been through a lot in his first two appearances against the evil Dr. Robotnik. Now he faces all-new challenges in SONIC SPINBALL—the latest Genesis game in the never-ending quest to beat the Doc. In SPINBALL, Sonic is fast, he can roll himself into a ball, and he bounces around like a pinball. If you have played SONIC THE HEDGEHOG 2, you might remember the Casino Night Zone, which is somewhat similar to this new cart.



After Dr. Robotnik's Death Egg ship was destroyed at the end of SONIC THE HEDGEHOG 2, the bad Doc retreated to his secret fortress inside a volcano. This fortress is defended by an elaborate Pinball Defense System.



Sonic is the ball and you control the flippers. Sonic must bounce, spin, flip, fly, and paddle his way through the Doc's elaborate Pinball Defense System. The play in SPINBALL is different from the other Sonic games.



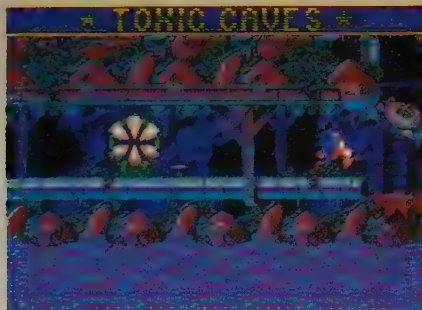
Once Sonic discovers Dr. Robotnik's secret fortress within the volcano, he travels to the hideout in hopes of stopping the Doc before Robotnik has the opportunity to launch another one of his sinister plans.



At the start of the game, you can go to this Options Menu to alter several game-play features. You can decide the number of players (1, 2, 3, or 4), the game-play speed (normal or fast), and make changes to the configuration of the controller buttons. You can also turn the music on or off.

To reach this Options Menu, wait for the Main Title Screen to appear. Next, press the DOWN arrow and you'll see the word Options highlighted in the lower-right corner of the screen. Press START and this menu will be displayed.

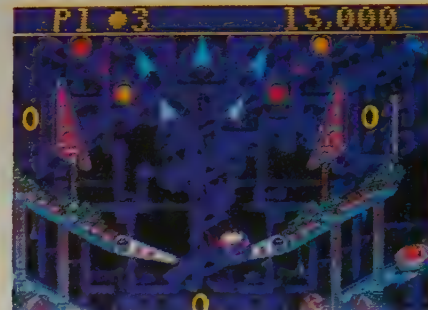
In SONIC SPINBALL, only one player can compete at a time. Players take turns with the controller each time someone loses a life.



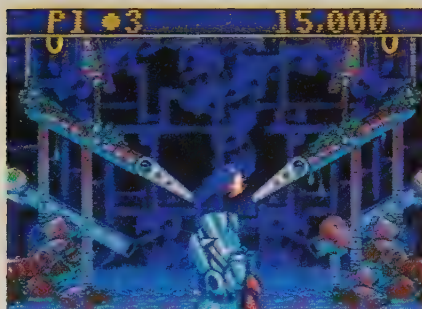
The SONIC SPINBALL arcade adventure begins in the Toxic Caves, located somewhere inside the volcano. This stage consists of a giant pinball arena plus several mini-areas that contain secret passageways and teleports. To begin, walk to the right so that Sonic can be launched into the pinball arena.



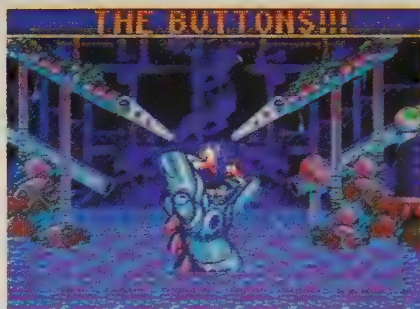
Up, up, and away! Use the 'A', 'B', or 'C' buttons on the controller (depending on how you configured the buttons at the start of the game) to activate the various flippers. The directional pad is used to steer Sonic as he travels in the air.



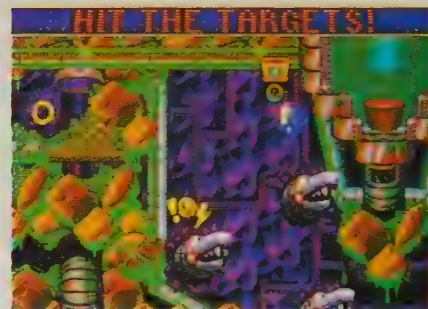
You'll have to practice to learn the best time to hit the flipper button and send Sonic spinning upward, toward the various pinball obstacles, bumpers, and teleports. If you wait too long, or flip too soon, Sonic will fall into the toxic waste that lies below.



Living in the depths of the water and toxic waste are giant monster Badniks who would like to make Sonic their lunch. You'll have to work fast to avoid getting eaten if you fall below the bottom set of flippers. If Sonic lands in the water, he will drown.



When the giant monster appears, press the buttons on the controller immediately to leap upward. This creature's jaw is much stronger than Sonic, so you must rely on Sonic's speed to survive. Keep your eyes on the top of the game screen for hints and tips throughout the game. The quicker you react to these tips, the longer Sonic will survive.



Bopping the Badniks on the game screen will earn you points. Clearing the screen of Badniks will often reveal one of the many hidden passageways, rooms, and teleports found in each stage of the game. The first Chaos Emerald is easy to find, but the problem is that it's suspended in toxic waste.





There are three Chaos Emeralds in the Toxic Caves Zone. Here, Sonic must grab the Gold Rings on each side of the emerald (one is in the center of this screen), to release the green slime.



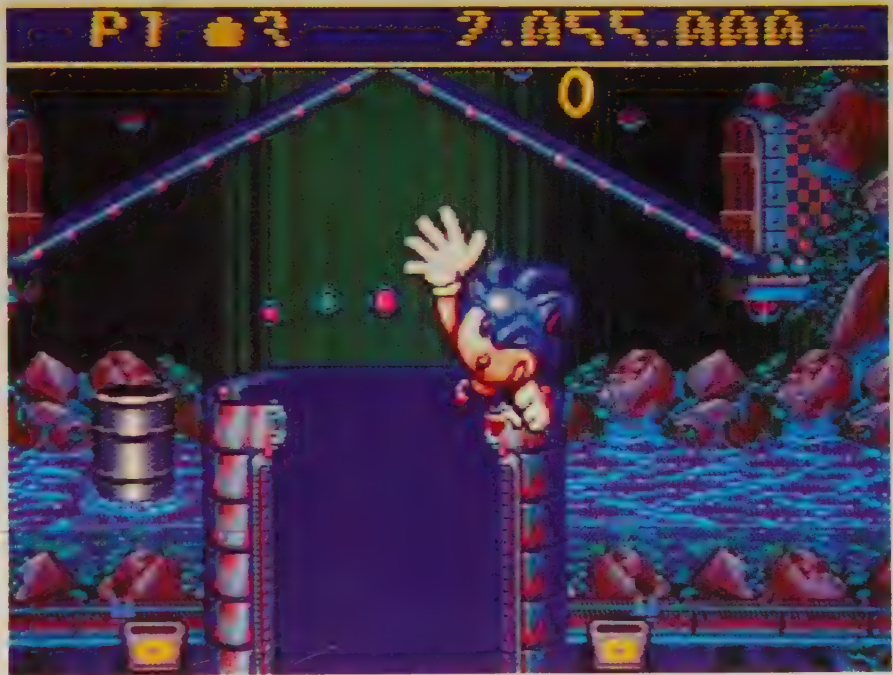
Grab this second Gold Ring at the top of the game screen, and you'll help Sonic drain the toxic slime that surrounds the Chaos Emerald. Once this liquid is gone, you must locate the passage that will take you upward, so that you can grab this emerald.



Once the liquid has been released from this container, Sonic can paddle his barrel toward the now empty container and then leap into it.



The green toxic liquid is deadly if Sonic lands in it. However, Sonic can paddle his way to other areas of the Toxic Caves if he lands within a barrel. Travel to the left or right and look for new passageways or routes for Sonic to follow.



Once Sonic has picked up the Chaos Emerald, you'll see him jump up and show it to you. Now, only two more to go!

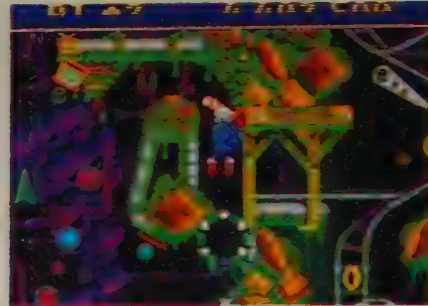




If you don't change the settings for the buttons in the Options Menu, the 'A' and 'B' buttons will control the right and left flippers. The 'C' button will activate both flippers at once. You'll generate the most speed if you hit the flipper when Sonic is at its lowest edge. If you wait too long, however, he'll drop into the toxic waste and instantly drown.



The control you have over where Sonic travels on the game screen depends on your timing in hitting the flippers and how well you control Sonic when he's flying through the air. The best places for Sonic to travel are displayed with colored arrows or dots in the pinball arena. Try to shoot Sonic along these paths. If you do, he will usually reap rewards.



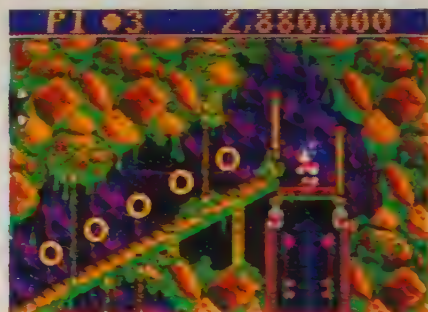
Look for switches that will open hidden trap doors. When Sonic grabs onto one of these switches, press the DOWN arrow to help him pull on the switch.



Some switches in the Toxic Caves control the route Sonic follows when he rides one of the mining carts along the roller-coaster track. If you ride the rails just right, at the end of this track you'll discover another emerald. Be sure to collect as many Gold Rings as possible as you take this cart trip.



When Sonic hops into a mining cart, you can travel left or right. Each option follows a separate route and winds up at a different location. If you travel to the right the first time, be sure to travel to the left the next time you ride the mining cart.



Sometimes Sonic must walk or run through tunnels or passageways to reach other areas of the pinball arena. Using basic jumps and Sonic's Spin Dash Attack will help Sonic get past obstacles and reach different areas.

To launch a Spin Dash Attack, first press the DOWN arrow (when Sonic is standing still). Then hit the 'A', 'B', or 'C' button to make Sonic start to spin. Once Sonic has generated enough speed, release the DOWN arrow and Sonic will dash forward and smash through anything in his path. This move will also allow him to travel up steep hills.





Barrel Bustin' is just one of your jobs when you're helping Sonic bounce around in the Toxic Caves. Both sides of the pinball arena contain tunnels that lead to barrels that Sonic must destroy (one at a time) to clean up the toxic materials that Dr. Robotnik has left lying around.



The game play of SONIC SPINBALL is very much like a high-tech pinball machine, but with a few twists. You must control the flippers within each game screen and help Sonic bounce around (and collect points). While doing this, he'll try to locate and obtain the hidden Chaos Emeralds needed to defeat Dr. Robotnik. Bouncing off bumpers, performing Spin Attacks on enemies, and locating emeralds are all worth points. This game cart keeps track of the best scores.

GAME GENIE CODES

Here are some Game Genie codes that will help you temporarily modify your game-play experience when playing SONIC SPINBALL on the Genesis. The Game Genie is an accessory that permits you to alter the options for many Genesis games. (When you turn the power of the Genesis off, the game will reset and the codes will be erased from memory.)

AXBA-4A4T	Infinite lives
AXST-8A5L	Infinite balls in all bonus rounds
APBT-5N7G	Start on Act 4

TIP: Each stage of SONIC SPINBALL has multiple areas that are connected via passageways, tunnels, or teleports. In the Toxic Caves Zone, the bottom level of the arena contains three rooms. The middle portion of the arena contains three rooms, and the upper portion contains a single room where you'll encounter Dr. Robotnik.

The three Chaos Emeralds are located in the three lower stages of the Toxic Caves area, but you must travel to the middle levels in order to reach all three of the lower levels. Two of the emeralds can only be reached by riding in a mining cart.

TIP: Along with the Toxic Caves, SONIC SPINBALL offers other stages and bonus levels. In the Machine Zone, Sonic will encounter a series of high-tech bumpers, chutes, tunnels, and S-curves. You'll have to determine which tunnels to travel through to locate the emeralds.

TIP: You'll also visit the Lava Powerhouse. In this stage, try to land on the stable platform and search for hidden rooms. Shooting Sonic from the cannon boosts his travel speed.

TIP: In the Lava Powerhouse, use the puffs of smoke to pounce off enemies. You'll have to control Sonic's movement to help him fly into the tunnels (located on the ceiling). When you meet up with the Stage Boss at the end of this level, concentrate on defeating one of the Badnik's heads at a time.

TIP: No matter where you are in this game, collecting Gold Rings is always important. As in the other Sonic the Hedgehog adventures, the Gold Rings provide protection as well as Bonus Points.

GAME GEAR

SONIC CHAOS

Back again by popular demand, Sonic—along with his friend Tails—is alive in a new cart for the Game Gear system. SONIC CHAOS is a new game in which you can control either Sonic or Tails as you explore each of this game's Zones. Your goal is to locate the Chaos Emeralds hidden throughout South Island. With the emeralds, Sonic can defeat Dr. Robotnik and keep South Island from sinking into the ocean. You'll find this adventure easier than the Game Gear version of SONIC THE HEDGEHOG 2, but it still offers plenty of excitement.



In SONIC CHAOS, you'll encounter many familiar obstacles and Badniks along with dozens of new challenges. Each of this

game's six Zones contains three Acts. As always, collecting Gold Rings is vital to Sonic and Tail's survival and success.

Here is a secret Level Select Code that may work on your cartridge; try it several times. From the Main Title Screen, enter UP, UP, DOWN, DOWN, RIGHT, LEFT, RIGHT, LEFT, START.



At the start of the game, you can choose to control either Sonic or Tails. As Sonic, you'll begin the game with three lives and no Continues. Choose Tails and you'll start with five lives plus five Continues.

Sonic can perform his familiar Spin Attack and Spin Dash Attack. When you control Tails, you can make the two-tailed fox fly.



After using the lives in a game, you can restart the game at the beginning of the Zone you were last in if you have earned a Continue.

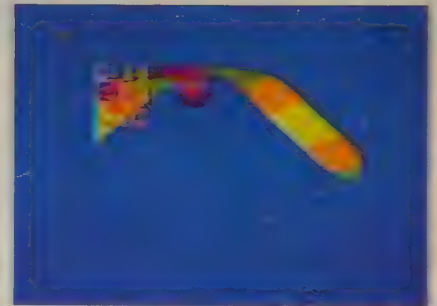
You'll earn a Continue each time you earn 25,000 points or each time a picture of Tails appears on the End Level Marker (found at the end of the Acts).



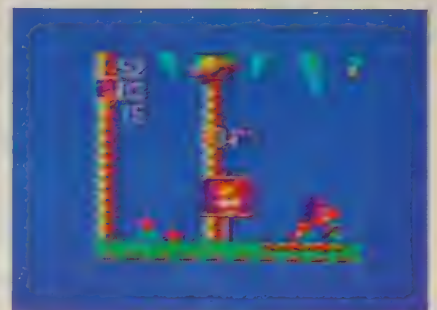
The first Zone in SONIC CHAOS is the Turquoise Hill Zone. Look for Pogo Springs that Sonic or Tails can jump on to make super jumps. While they are in the air, you can control Sonic or Tails by using the directional arrows. Some power-ups you'll discover in SONIC CHAOS include: Rocket Shoes, Super Rings, Invincibility, and 1-Ups. If you are playing Sonic, ride the first moving platform upward, leap to the left, grab the nearby Gold Rings, and then ride the Rocket Shoes to the right.



This Badnik has a catapult on his back that Sonic or Tails can use to reach higher levels or floating Gold Rings located in this Zone. But be sure to land directly on his back!



As long as Sonic or Tails is running, the two can cross these corkscrew bridges without falling.



At the end of each Act, watch for the End Level Marker and give it a good spin. Depending on the picture that appears when the spinning stops, you could earn a 1-Up, a Continue, or a Super Ring.



The Gigapolis Zone contains many 360-degree loops. Grab the Gold Rings as you travel around the inside of the loops, then look for ways to reach the top of the loops, where you'll discover power-ups or Super Rings.

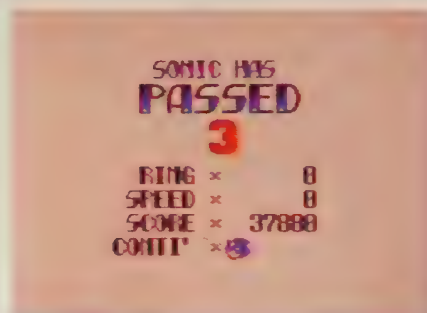


Get ready for the Gigapolis Zone. You'll have to use Sonic's Spin Dash Attack to crash through walls and climb steep hills. To perform a Spin Attack, press the '1' or '2' button on the controller.

In the early stages of SONIC CHAOS, try to collect as many Gold Rings as possible. Grabbing 100 Gold Rings during a single Act will transport you into the Special Zone, where you can track down and grab a Chaos Emerald, plus earn multiple extra lives by collecting large and small Gold Rings.

To perform a Spin Dash Attack, hold the DOWN arrow and then keep pressing the '1' or '2' button. When Sonic has picked up enough speed (as he spins in place), release the DOWN arrow and he'll shoot himself forward. If Sonic gets airborne, use the directional arrows to guide him through the air.

As you crash through walls using Sonic's Spin Dash Attack, be sure to look upward for power-ups. Within this wall (above Sonic's head) is a 1-Up icon. First, perform a Spin Dash Attack to crash through the wall, then use a Spin Attack to jump upward and reach the 1-Up.



After spinning the End Level Marker, your score for the Act will be calculated. Gold Rings are worth 100 points each. You'll earn points for each Badnik you successfully defeat, and receive a Speed/Time Bonus depending on how fast you travel through the Act.





The end of the third Act of each Zone contains a Boss character you must defeat. At the end of the Gigapolis Zone you'll meet the Bead Worm Boss. To defeat him, perform multiple Spin Attacks at the front and back of this creature's head, but watch out for the energy weapons this guy shoots at you.

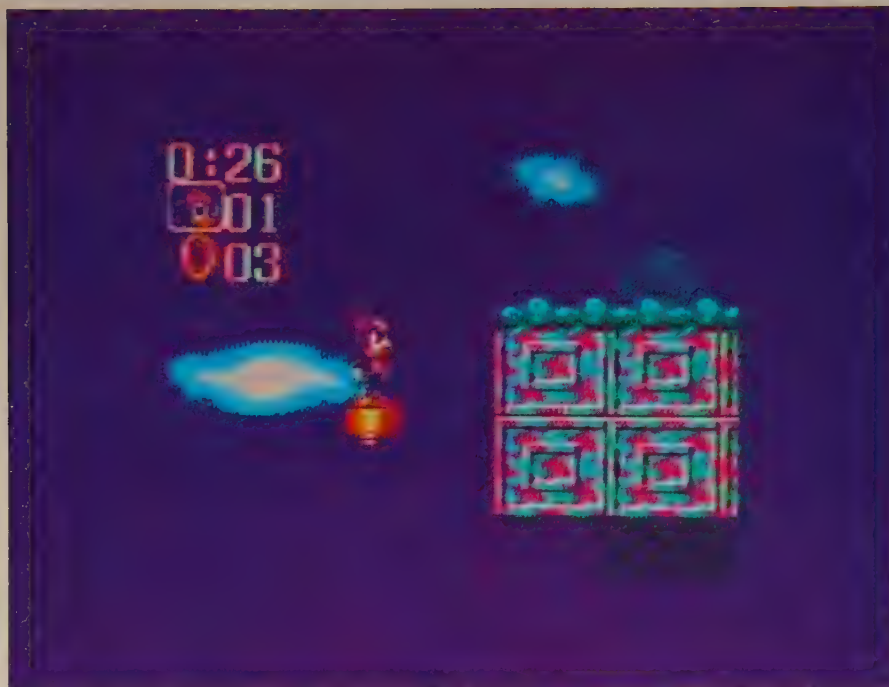


Is your path being blocked by what appears to be a solid wall? No problem for Sonic: Step back and launch a Spin Dash Attack. Chances are Sonic will crash through the wall and proceed forward toward the end of the Act. When you shoot forward because of the Spin Dash Attack, be sure that you maintain control. Press the directional arrow in the opposite direction you are traveling if you want to make a sudden stop.



After the Gigapolis Zone, your next stop is the Sleeping Egg Zone. Here you'll discover special catapults that attach to Sonic's feet and allow him to make mega-jumps. You can use the directional arrows to control Sonic while he is in the air. Use the '1' or '2' button to separate Sonic from the catapult once he reaches his desired location.

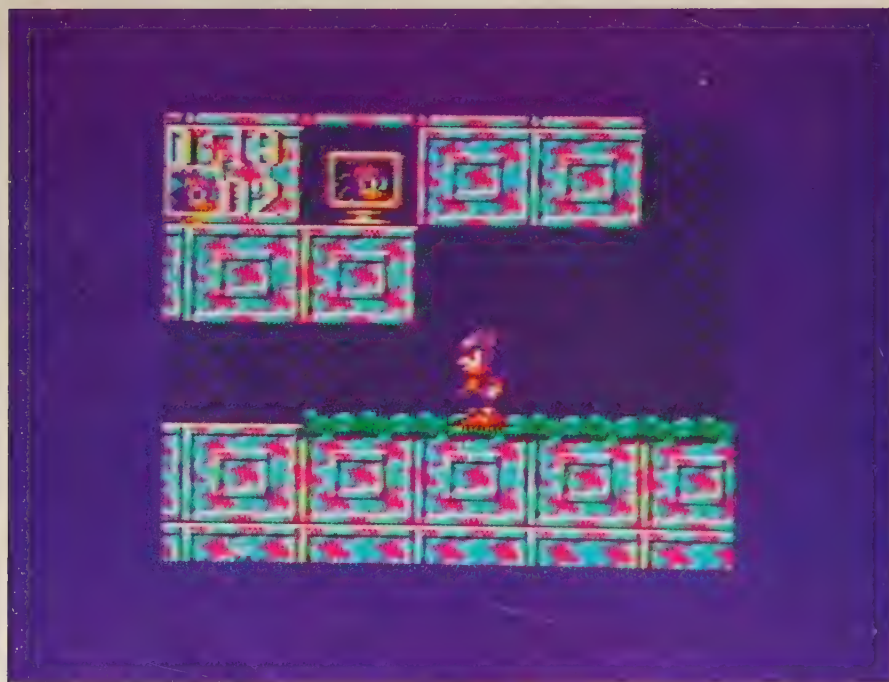




These special catapults will allow you to reach platforms and areas within the Act that are high up or otherwise impossible to reach. If you see a series of platforms up high, chances are one of these special catapults is located nearby and can be used to leap upward.



By collecting 100 Gold Rings in a single Act, you'll automatically be transported into the Special Zone. The Special Zone begins with Sonic (or Tails) standing on a power-up icon. This Rocket Shoe icon will allow Sonic to fly through the air. Quickly break open the power-up and start flying to the right.



Search for hidden power-ups located within some walls. Use the Spin Dash Attack and a Spin Attack to crash through barriers and reach these valuable power-ups. You only have ten minutes (video game time) to complete each Act, so don't explore too much! If the timer runs out before you've completed the Act, you'll lose a life.



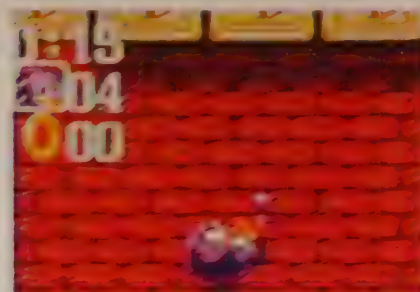
Try to grab as many small Gold Rings as possible, but don't spend too much time in this area. Keep traveling to the right until you reach the giant Gold Rings.



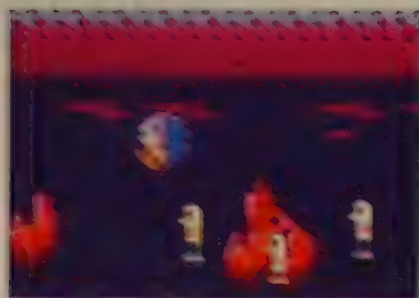
Grab as many giant Gold Rings as possible. You'll want to double back (to the left) to grab any rings that you've missed. Each giant ring is worth 10 small rings. For every 100 Gold Rings you collect in the Special Zone, you earn one extra life. Keep traveling to the right and you will discover a Chaos Emerald. All you need are five Chaos Emeralds to see the real ending of this game. Enter the Special Zone whenever possible to increase the number of lives you have available.



While traveling across the Mecha Green Hill Zone, watch out for Eepniks hiding in palm trees. Keep your eyes open for hidden power-ups like this 1-Up. Some are behind trees, and some are in secret rooms.



While visiting the underwater regions of the Aqua Planet Zone, be prepared to deal with the strong currents. You'll have to perform Spin Attacks to keep control. When you move upward, above the water, look for a ledge containing a series of Super Rings. The third Act of the Aqua Planet Zone contains this catapult passageway that will bounce you toward the end of the Act. The small army of Eepniks at the end of this Act is difficult to beat, so be sure to earn as many 1-Ups as possible before reaching this area.



You must defeat a series of Badniks at the end of the Aqua Planet Zone. Do not use a Spin Dash Attack on these guys. You must pounce directly on top of their heads to defeat them.



At the end of the Aqua Planet Zone you will face three waves. First is a swarm of tiny Bosses—destroy them by hitting each one twice on top of the head. The second attack features a Giant Boss. Stay behind him on the right side of the screen and launch your attacks upward. Once you have defeated him, you must dodge the missiles which will shoot downward. There is no safe spot so keep Sonic moving!

When you finally reach the Electric Egg Zone, be prepared to avoid breakaway floors, laser blasts, and other hidden traps. The tougher things get, the closer you are to the Doc and the end of this adventure.

GAME GENIE CODES

Galoob, the manufacturer of the Game Genie for the Genesis and Super Nintendo Systems, has just released a Game Genie for the Sega Game Gear System. The Game Genie is an accessory that permits you to alter the options for many Game Gear games. (When you turn the power of the Game Gear system off, the game will reset and the codes will be erased from memory.)

008 3BD E6E	Infinite time
0A2 1EC E6E	Rings are worth 10
3A9 DCB 2A2	Sonic will never lose rings

TIP: The first-level Boss you must face is the robo-bug creature. While standing across the game screen, perform Spin Dash Attacks aimed at the top half of the front or back of this Boss Badnik. It'll take between six and eight successful attacks to be victorious.

TIP: To travel on top of water, begin a Spin Dash Attack from the relative safety of land. Hold down the RIGHT or LEFT arrow (after you have released the DOWN arrow) to shoot forward and maintain your momentum as Sonic skims across the top of the water. If Sonic isn't going fast enough when he tries to cross water, he'll sink.

TIP: When playing as Tails, hold down the UP arrow and press the '1' or '2' button to make Tails spin his two tails and fly. Tails can stay airborne for about five seconds.

TIP: You saw how cool the Rocket Shoes were in the Special Zone, so keep your eyes open for them in the regular Zones as well. If you locate Rocket Shoes during a regular Act, travel upward as high as you can, and you'll usually find dozens of floating Gold Rings. Keep traveling to the right toward the end of the Act.

TIP: To beat the Boss at the end of the Turquoise Zone, pounce off its head eight times using Spin Attacks. You can use the catapult on this guy's back to send Sonic flying upward.

TIP: You'll discover a group of Super Ring power-ups in the lower area of the Gigapolis Zone, below the blue ramps. In the Aqua Planet Zone, watch out for the spears that shoot up from the ground. Learn to predict when the sharp spears will pop up, then leap across them when they retract into the ground.

TIP: At the very start of the Mecha Green Hill Zone, look for a secret passage in the ground and have Sonic dig downward. You'll discover a 1-Up icon.

DR. ROBOTNIK'S MEAN BEAN MACHINE

The newest game in the Sonic saga is DR. ROBOTNIK'S MEAN BEAN MACHINE. It's a colorful puzzle game for Sega Genesis and Game Gear.

In this game, one or two players can play at the same time. The goal is to pile up same-colored beans as they drop down from the top of the game screen. This cart is fast-paced, challenging, and totally addicting. While the rules for DR. ROBOTNIK'S MEAN BEAN MACHINE may seem simple, be prepared for all sorts of surprises in each of this game's 13 stages.



Your goal is to group together four same-colored bean people so that they can free themselves from the Bean Machine. As you progress through the game's stages, the speed will increase and new colored beans will drop.



You must think fast and react even faster when you play against the computer or against a second player. Between each stage, you'll see animated sequences that tell a story and give you a short breather from the intense, mind-bending action.



You know the evil Dr. Robotnik from the Sonic the Hedgehog adventures, of course. But in this puzzle game, the evil Doc is up to a new kind of no-good. Using his latest invention, the Mean Bean Machine, the Doc is turning the good folks of Mobius into evil big-eyed beans.

SONIC THE HEDGEHOG

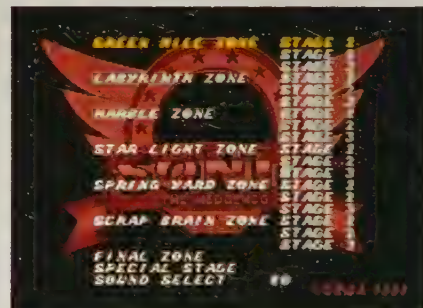
Here's where it all started: the game that launched the hedgehog with an attitude. SONIC THE HEDGEHOG was an immediate success when the game first appeared in 1991. Sonic was faster, nimbler, more colorful, and altogether more rad than a room full of Marios or a houseful of Luigis.

You're in for a fast-paced and exciting time as you help Sonic battle the evil Dr. Robotnik. The Doc has captured some of Sonic's best friends and transformed them into evil robots (Badniks)—things like fireball-firing bees, rocket-launched bugs, beastly bats, and more.

The basic rule of the game is survival. Anytime Sonic has at least one Gold Ring in his possession, he is protected against the Badniks. But Sonic will always lose a life by falling over a cliff, into a pool of lava, or running out of air while underwater. Everytime Sonic is touched by a bad guy, he loses any rings he is carrying. When that happens, your first goal must be to collect at least one ring immediately.



Meet Sonic, America's favorite superhero hedgehog. Sonic's hip attitude, combined with his blinding speed, makes for a challenging and entertaining arcade game-play experience. Like any self-respecting hedgehog, Sonic can walk, run, and jump. But that's not all: He can also perform his patented Super Sonic Spin Attack to pounce on and defeat Badniks and avoid some obstacles. (Press the 'A', 'B', or 'C' button to set him spinning.)



You'd never know it from the instruction manual, but there is a secret Level Select Menu in the game.

At the Main Title Screen, press: UP, DOWN, LEFT, RIGHT repeatedly until you hear a special tone. Next, hold down the 'A' button together with the START button.

At the Level Select Menu, use the UP or DOWN arrow to select a Zone and Act. Press the START button to begin playing.

GREEN HILL ZONE 1

SONIC THE HEDGEHOG is divided into six Zones, each containing a series of Acts. The adventure begins in the Green Hill Zone. Your immediate goal is to travel primarily to the right (and occasionally up or down). Along the way, Sonic should collect Gold Rings, pounce on Badniks, pick up special objects, and avoid dangerous obstacles.



Every Act in the Sonic game series contains catapults that allow Sonic to travel even faster than usual. Most will send the hedgehog upward, although others might send him in different directions. Use the catapults to travel to higher levels within the Act, reach floating platforms, or grab floating power-ups and Gold Rings. After bouncing on a catapult, press the RIGHT or LEFT arrow to control Sonic's movement while in the air.

Choppers are fish that have been transformed into evil robots by Dr. Robotnik. These bright-red robo-fish have razor-sharp teeth that will chomp on Sonic if they're given the chance. Help Sonic jump over the Badniks, or perform a Super Sonic Spin Attack to pounce directly on top of them.

Within the Green Hill Zone and the other Acts in SONIC THE HEDGEHOG, you will discover Lampposts. As you come to each Lamppost, be sure to touch it to activate it. This will mark your location within the Act. Once a Lamppost has been turned on, you will continue the Act from the location of the last activated Lamppost if you lose a life. You must, of course, still have one or more remaining lives in order to continue.





The Acts in SONIC THE HEDGEHOG often offer multiple routes for Sonic to follow.

If you take the lower route in Act 2 of the Green Hill Zone, you'll have to travel downward, move to the left, and then travel to the right, where you'll encounter this swing. Sharp spikes lie below the swing, so keep your balance. In this lower route, you'll have the opportunity to catapult upward to the top of a 360-degree loop, where you'll locate a 1-Up (extra life) icon.



Collecting more than 50 Gold Rings in a single Act will allow you to enter into the Special Stage and attempt to grab a Chaos Emerald. Grab 100 Gold Rings within an Act

1-Ups

Super Rings

Shields

Power Sneakers

Invincibility

Worth an extra life

Worth 10 single Gold Rings

Protect Sonic from one attack without losing his Gold Rings

Allow Sonic to temporarily travel ultra-fast

Make Sonic invincible for a short period of time

and you'll earn one additional life. Having any number of Gold Rings in Sonic's possession will protect him from injury if he's touched by a Badnik or an obstacle.

Within the video monitor shown in this picture is a 1-Up icon. To activate the icon, perform a Super Sonic Spin Attack and land directly on top of the monitor.

In SONIC THE HEDGEHOG, there are several types of power-ups, including:



At the conclusion of each Act, your score will be calculated based upon the number of points you've gathered in the Act, the amount of time remaining on the clock, and the number of Gold Rings Sonic has collected and held onto. If you collect 50 or more rings, you will be given the chance to enter the Special Stage. But, you must jump through the Gold Ring that appears at the end of the Act.





If you complete one of the first two Acts and Sonic has at least 50 Gold Rings in his possession, the gateway to the Bonus Stage will be open. At the End Level Marker, leap upward into the giant Gold Ring.



In Act 3 of the Green Hill Zone, you'll encounter this horizontal catapult. When you touch the catapult, you'll be shot to the left. While you're in midair, immediately let loose with a Super Sonic Spin Attack to propel Sonic upward and onto the platform overhead. From the platform, help Sonic leap to the left until he lands on top of the 360-degree loop containing a 1-Up icon.

The early stages of SONIC THE HEDGEHOG are ideal for increasing Sonic's number of lives by collecting 1-Ups or sets of 100 Gold Rings. Grab this 1-Up and continue traveling to the right.

Get ready for your very first encounter with Dr. Robotnik! At the end of Act 3 of each Zone, you will meet up with the bad man himself, who will be anxious to test out one of his new and deadly contraptions.

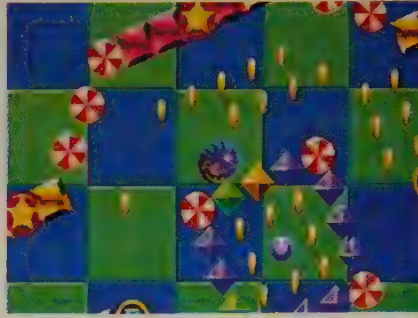
Your assignment is to use Sonic's Super Sonic Spin Attack to destroy each of these contraptions. It will take between six and eight perfect attacks to destroy Dr. Robotnik's powerful weapons at the end of each Zone.

To defeat Dr. Robotnik at the end of the Green Hill Zone, you'll have to avoid the large swinging ball which is attached to the Doc's ship. If you stand at the edge of the screen, under one of the two platforms, you'll be safe. When the swinging ball is on the opposite side of the screen, leap up, perform an attack, and then return to safety under the platform. For an attack to be successful, it should hit the main part of Dr. Robotnik's ship. Also, before you reach this point, you can grab an invincibility power-up and smash the bad doctor before your powers run out.



In the center of this hypnotic, rotating level is one of the Chaos Emeralds that Sonic must acquire. To reach the emerald, you'll have to help Sonic bounce around the stage like a pinball. The red and white circles and the circles containing stars are regular bumpers.

While you're bouncing around, look for circles with a picture of Sonic within; they are equivalent to a 1-Up and worth an extra life.



When Sonic bounces off one of the circles containing the letter 'R', the direction the screen is spinning will reverse.

The Up and Down bumpers will increase or decrease the speed at which the screen spins each time Sonic touches one of them.

Your goal is to locate and grab the Chaos Emerald. Once you grab the emerald, you'll be transported to the start of the next Act.



Pay no attention to their name: The circles containing the word "Goal" are *not* your goal in the Secret Zone. If Sonic touches one, he will be transported back to the main game without having grabbed the Chaos Emerald.

Avoid the Goal circles and stay near the center of the Bonus Stage, where the emerald is located.

In SONIC THE HEDGEHOG, you'll need to visit this Secret Zone many times before you are able to obtain all six of the Chaos Emeralds.



The second area in SONIC THE HEDGEHOG is the Marble Zone. Here, you'll encounter a different set of Badniks and plenty of new obstacles. The trick to many of the challenges within this Zone is to determine perfect timing to get past or avoid specific obstacles.

Watch out for the Caterkiller Badniks. If you touch any spiny part of this badnik, you'll instantly lose a life or lose the Gold Rings that Sonic is holding. To crush the Caterkillers, perform a Super Sonic Spin Attack on their heads and you've got them.



Portions of the ground in the first part of this Zone are not as solid as they first appear: They will move up and down. If you watch carefully, you'll discover that some of these moving pieces of ground will reveal hidden rooms or passageways. Within the first hidden room, you'll locate three Super Rings worth a total of 30 Gold Rings.



Activating a Shield icon will cause a transparent sphere to surround Sonic. This energy sphere protects Sonic from one attack by a Badnik. However, it will not protect him from most obstacles.

Perfect timing is vital when Sonic leaps from platform to platform, or our hero will land in a pool of lava. Wait for enough blocks to fall from the ceiling before making your leap.



You'll have to move quickly as you leap from platform to platform. Once Sonic steps foot on one of these platforms, the grass will catch on fire. If Sonic doesn't leap to safety, he'll get burned. Keep moving to the right!



After riding the green block across the pool of lava, you'll have the opportunity to ride a lava flow upward and leap to the left to a safe platform, or you can continue riding the block until you reach what looks like a dead end; the final block will begin to sink into the lava. Don't despair, though: Behind this wall is a secret room containing a 1-Up. However, if you grab it, you'll have to ride another green block all the way back to the right, then turn around, and hop another ride on a different green block. Then you again ride up a lava flow and can jump to the platform on the upper-left edge of this screen.



When Sonic takes a quick underground excursion in the Marble Zone, he will discover this large spiked object blocking his path. To raise the metal object, you must position Sonic to the left of the block and push it to the right until it is placed directly on top of the green switch (located on the right side of the screen). Once the switch is held down by the block, the metal object will rise and Sonic can travel downward without being touched by the object's sharp spikes.



When Sonic is standing on a green block and riding across a pool of lava, he will be perfectly safe traveling up and down on the lava flows. The trick is determining which lava flows will allow Sonic to leap to a safe platform and which are just part of the ride across the lava pool.

If you don't see a place to jump when the lava reaches its highest point, stay on the green block.



Standing on top of a large object that is moving upward isn't always the smartest idea because Sonic can easily get crushed against the ceiling and lose a life. In this case, however, by riding on the flat side of this spiked metal object, Sonic can leap to the right into the wall and discover a secret room containing a 1-Up. Instead of exiting this room the same way you entered, try leaping into the other wall until you discover a shortcut to the end of the Zone.



Welcome to the Spring Yard Zone, Act 1. Be prepared to meet up with a new assortment of Badniks, like the Crabmeats. These red robo-crabs can either pinch Sonic with their claws or shoot energy balls at him. Of course, performing a Super Sonic Spin Attack will defeat Crabmeats if Sonic lands on top of them.



Several times in this Zone, Sonic will find himself riding up or down on these green and tan boxes. Keep jumping from box to box and help Sonic work his way in the direction you want to travel. To safely travel on these blocks takes patience. If Sonic gets trapped in between two blocks, he will be crushed. Also, beware of Badniks that shoot energy weapons at Sonic while he's riding on these boxes. It may be necessary for Sonic to crouch or jump in order to avoid an oncoming attack.

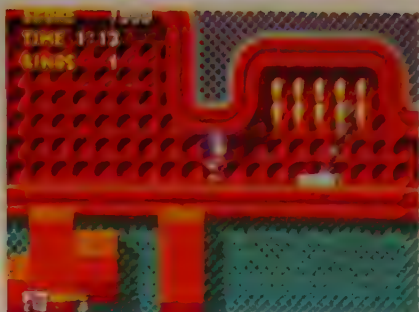


Here's a tricky obstacle in Act 2 of the Spring Yard Zone that can turn you upside down and inside out.

Your goal is to help Sonic wind up standing on top of the floating platform. In order to get there, Sonic must run almost all the way up the hill below, but be careful to not bump into the upside-down catapult. Here's the trick: About halfway up the hill, perform a Spin Attack and use the directional arrows on the controller to send Sonic flying a bit to the left, so that he travels toward the platform and avoids the catapult. Once he's standing on the floating platform, leap to the right and continue your journey toward the end of the Act.



Several times in Act 1 and Act 2 of the Spring Yard Zone, Sonic will have to jump from platform to platform and avoid the rotating spiked balls. Your best bet is to jump to the middle platform between the two ditches and then on to the right. Try to avoid traveling along the floor of the ditches, because outrunning the spikes is difficult. Be sure you have at least one Gold Ring in your possession.



As a general rule, Sonic will always travel to the right to get to the end of an Act. Sometimes obstacles such as this spinning spiked object will be directly in Sonic's path. Make a quick leap to grab the Gold Rings as you move to the right when the spikes are spinning into the ground.



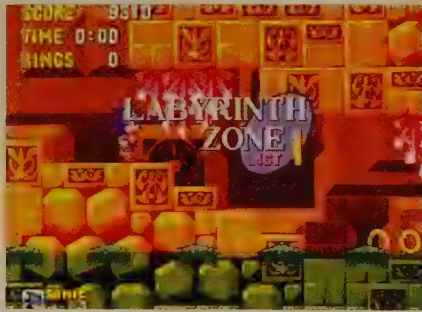
These accordion blocks can be confusing because they are constantly moving. Sonic must always be on top or he'll fall and lose a life. The trick to getting past this obstacle is to stay on the top level of blocks.



At the end of Act 3, it's time once again to meet up with Dr. Robotnik. This time, you'll find yourself standing on a series of blocks. The Doc's ship will fly overhead and remove one block at a time. Whatever you do, don't let Sonic fall into the newly created holes in the ground, or he's history.



As Dr. Robotnik's ship lowers, perform multiple Super Sonic Spin Attacks and land on the upper portion of the ship. Between six and eight good attacks will cause the ship to explode, and once again force Dr. Robotnik to retreat.



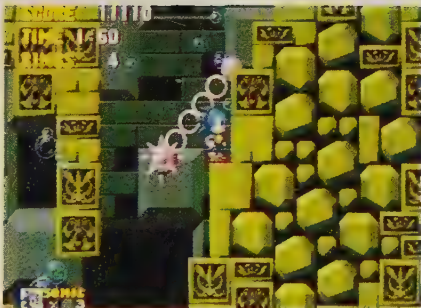
As your quest continues in the Labyrinth Zone, Sonic must go underwater. Being a hedgehog, Sonic hates getting wet, so he's not too happy about what awaits him in the next three Acts. When underwater, Sonic reacts slower. In addition, he can only remain underwater for about 20 seconds before the air in his lungs runs out; if he can't make it to the surface or to an air bubble, he'll drown.



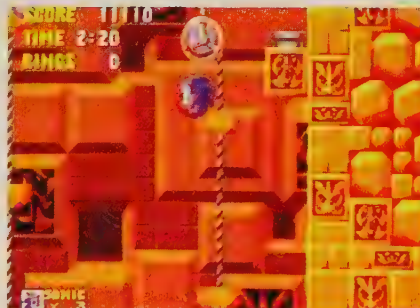
Even underwater, you'll discover many places to explore and many switches to activate. Sonic can remain underwater for periods longer than 20 seconds if he manages to leap into a giant air bubble that rises from the ground. To determine where these large air bubbles will appear, watch for groups of tiny bubbles coming up from the floor. If you wait too long for Sonic to get a breath of air, numbers will begin appearing next to Sonic's head. When the countdown reaches zero, Sonic will drown and lose a life.



In order to proceed in each underwater Act, Sonic will sometimes have to stand on a switch to open a door or unblock a passageway. In this case, the switch is located on a platform directly above the passageway.



As a general rule, when exploring an underwater area, use every possible opportunity to travel upward, toward land. You'll want to jump on ledges and platforms that look like they lead upward, and of course, avoid the moving obstacles in Sonic's path.



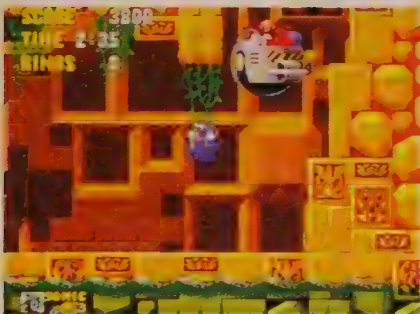
Not all of the Labyrinth Zone takes place underwater. At times, Sonic will have to travel upward along conveyor belts to reach a switch that will open up a blocked passageway below. To reach this switch, jump to the right side of the conveyor belt, get Sonic above water, and then keep jumping upward toward the switch.



Sonic must ride this conveyor belt up and around in order to leap to the right, onto the platform above the dragon's head. This dragon statue shoots red energy balls from its mouth. The balls are deadly to Sonic, so timing is the key to your safety.



In Act 3 of the Labyrinth Zone, where the underwater currents are extremely strong, Sonic will be swept away by the water, but he'll be able to grab onto poles. Use the UP and DOWN arrows to move Sonic away from the spikes, and help him avoid being pushed by the current into spikes or other dangerous obstacles.



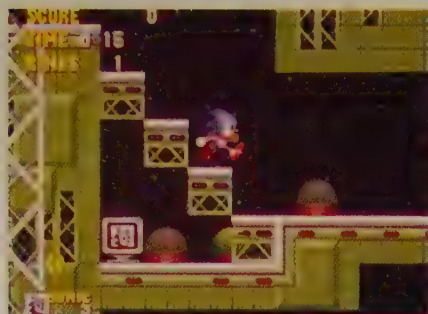
You'll know the end of this Act is approaching when you see Dr. Robotnik's latest ship overhead. You must now travel upward and follow the ship until you have the opportunity to launch multiple successful attacks and destroy it. As you travel upward at the end of Act 3, the water level will rise, so stay ahead of it—there are no air bubbles to refill your lungs in this stretch.



The Star Light Zone is a bit trickier and more high-tech. The Bomber Badniks are everywhere, and these walking time bombs have a short fuse. You'll quickly discover that the Star Light Zone is loaded with power-ups, so be sure to activate them.



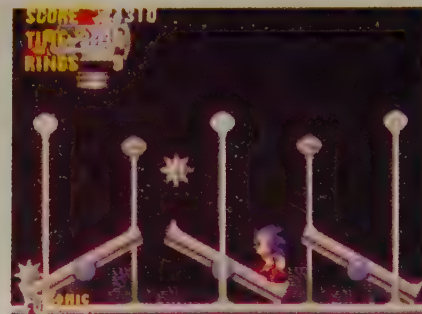
These seesaw catapults are everywhere. Sonic must leap onto the higher side of the seesaw and send the weight flying upward. Next, quickly move to the opposite side of the seesaw before the weight lands. If Sonic is standing in the right place, he will go flying upward when the weight lands. If the weight lands directly on top of Sonic, he's history. The closer you are to the end of the seesaw, the higher you will jump—sometimes this can lead to secret rooms and power-ups.



Once these stairs lower themselves, they will block the 1-Up icon below them. In order to reach this important power-up, walk to the right until the stairs scroll off the screen. Next, turn around to the left and walk back toward the stairs. You'll notice that the stairs have risen and the 1-Up icon is now waiting for you to activate it.



When you discover this area where the ceiling is lined with a series of Bomber Badniks, you'll know you're close to the end of the final Act in the Star Light Zone. You must travel past these Bombers quickly before they explode. Be on the lookout for a Lamppost, and be sure to activate it before you encounter Dr. Robotnik at the level end.



The confrontation with Dr. Robotnik at the end of Act 3 of the Star Light Zone takes place on a series of seesaw catapults. The Doc's ship will fly overhead and drop weights; they will explode a few seconds after they land. Sonic's job is to pounce on the opposite end of the appropriate catapult and send the exploding weights flying back up toward Robotnik's ship. In addition, Sonic can also perform attacks directly on the Doc's ship in order to destroy it.

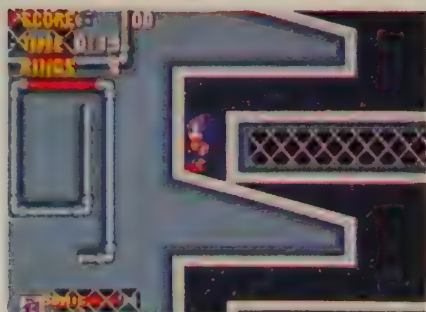


You're about to enter the Scrap Brain Zone, the last Zone before Sonic's ultimate battle with Dr. Robotnik. Here, you'll encounter a few new types of Badniks (like Ball Hogs) and again meet up with Badniks from previous Zones. This entire Zone is made up of dangerous machinery that Sonic will have to get past with his tail still intact.



At the start of Act 1 of the Scrap Brain Zone, you must decide which route to follow. The switch located to the left side of the giant gear will determine which direction it spins. If the gear is moving counterclockwise, Sonic will drop down the path at the bottom of the gear. If it is rotating clockwise, he'll travel to the right when he exits the gear.

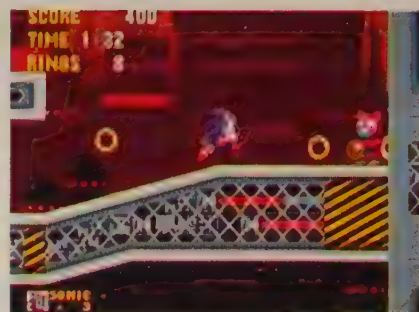
Watch out for the flames that shoot up and down from broken pipes in the ground. If Sonic touches these flames, you'll have a roasted hedgehog on your hands.



To get past this obstacle in Act 1, you must avoid being crushed by the moving metal walls. If you stand to the extreme left (where Sonic is in this picture), you'll be safe. As the metal walls recede, continue to move downward.



Then, work your way upward by jumping onto these drawbridges as they appear. Here, Sonic must press the switch located on the ground to open the door above. The trick is to move up quickly, before the top door closes and before the pieces of the drawbridge disappear and send Sonic tumbling downward.

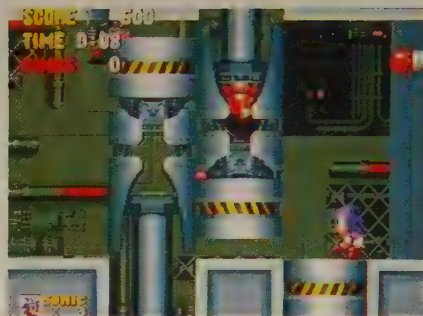


In addition to dealing with shooting flames, teleports, rotating gears, swinging spiked objects, conveyor belts, and moving platforms, Sonic will encounter Ball Hogs. These guys look cute enough, but they throw deadly energy balls that Sonic must avoid in order to survive. One successful Super Sonic Spin Attack will defeat this type of Badnik as long as Sonic doesn't make contact with an energy ball.

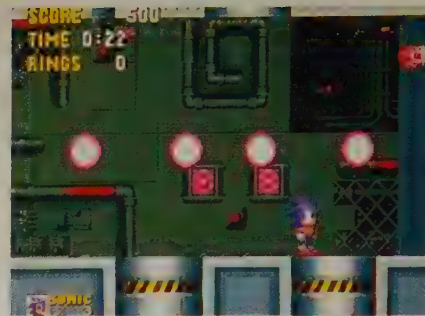




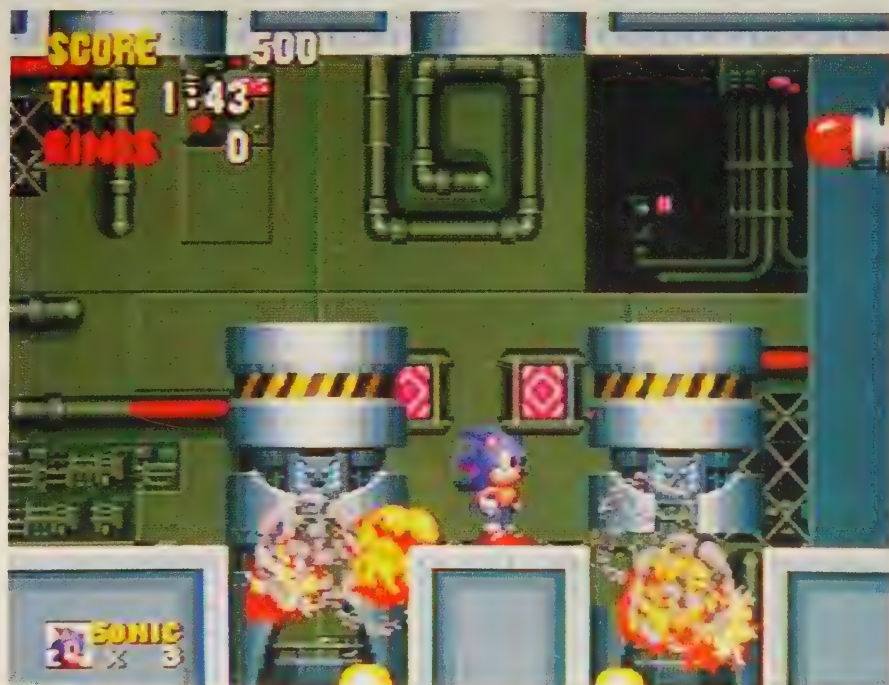
In Act 3, you'll have to travel under some polluted purple water. As you make your way back toward land near the end of Act 3, there are a series of red catapults that will send Sonic flying upward. Jump onto any of these catapults and Sonic will be transported into the Final Zone, where his final battle with Dr. Robotnik takes place.



This is it! You've traveled a long way and now it's just you against Dr. Robotnik in a one-on-one battle. You won't have the protection of any Gold Rings, so it's vital that you don't get hurt. Your final encounter with Dr. Robotnik features two different types of challenges. The room you are in contains four cylinders that will move up and down in groups of two at a time. In one of these cylinders, you'll see Dr. Robotnik. The moment the cylinder containing the Doc lowers down or rises, launch an attack on that cylinder, then stand clear.



In between cylinder attacks, a series of energy balls will fall downward toward Sonic. Look for the largest gap between the energy balls and stand still. If you're in the right place, these energy balls won't touch Sonic. Once the energy balls disappear into the ground, you can expect two of the cylinders to begin moving again.



Keep performing Super Sonic Spin Attacks on the cylinder containing Dr. Robotnik until the cylinder starts to explode. You'll discover that the Doc will be in a different cylinder each time, so you won't have more than a few seconds to get into position and launch your attack. Once you've destroyed this final weapon, Dr. Robotnik will make an emergency escape.



All you can do now is watch Dr. Robotnik get away. For now, however, you have rescued the Badniks and have transformed them back into friendly animals. With luck, you will have also located and grabbed all of the Chaos Emeralds.

Congratulations, you have successfully completed SONIC THE HEDGEHOG on Genesis!



After you have defeated Dr. Robotnik in SONIC THE HEDGEHOG, one of the last things you will see is our hero giving you the "V" for victory sign; you don't suppose it's actually a secret teaser for SONIC THE HEDGEHOG 2, do you? We'll take you inside the fabulous sequel—packed with all-new levels, a new army of Badniks, and plenty of new moves and power-ups—in the next chapter.

GAME GENIE CODES

Here are some Game Genie codes that will help you temporarily modify your game-play experience when playing SONIC THE HEDGEHOG on Genesis. The Game Genie is an accessory that permits you to alter the options for many Genesis games.

No matter which codes you decide to use, you must always begin with the Master Code: **ATBT-AA32**.

ATBT-AA32	Master Code (must be entered first)
AE3T-AACL	Start with 1 life
AY3T-AACL	Start with 5 lives
AEOT-CABE	Once Sonic is invincible, he'll stay invincible
AEOT-CABY	Keep running shoes
GJ6A-CA7A	Infinite lives
AJ3A-AA4G	Level Select Menu
AY3T-BA4R	Start with 5 Chaos Emeralds
SCRA-BJXO	Each ring counts as two Gold Rings
SCRA-BNXO	Each ring counts as three Gold Rings
SCRA-BTXO	Each ring counts as four Gold Rings
SCRA-BYXO	Each ring counts as five Gold Rings
SCRA-B2XO	Each ring counts as six Gold Rings
SCRA-B6XO	Each ring counts as seven Gold Rings
SCRA-BAXO	Each ring counts as eight Gold Rings
EBVT-CAE2	High jump
DDLT-AAGL	Alternate high jump code
BDLT-AAGL	Super jump
KDLT-AAGK	Low jump

TIP: In addition to the Level Select Code, here's a cool code for creating total havoc on the game screen using a special debug mode.

At the Main Title Screen, access the Level Select Menu then press the Reset button on the Genesis system. At the Main Title Screen, press: UP, 'C', DOWN, 'C', LEFT, 'C', RIGHT, and 'C'. Keep repeating this sequence until you hear a special tone. Next, hold down the 'A' button and press START. You should now be in debug mode. You'll recognize the debug mode because where the Score used to appear in the upper-left portion of the game screen, rows of strange numbers and letters will now be displayed.

Press the 'B' button to enter into the construction mode. Press the 'A' button to change the object, and the 'C' button to place the object on the screen. You can't play the game in this debug mode, but you can do some pretty cool experiments.

TIP: If you grab 50 Gold Rings in the Secret Zone, you'll earn one Continue. Collecting 100 Gold Rings earns you one extra life plus a Continue.

SONIC THE HEDGEHOG 2

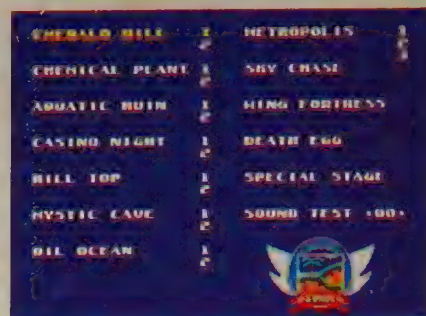
You thought the evil Doc had been defeated in the original SONIC THE HEDGEHOG, but he's back! Dr. Robotnik is again scheming to conquer Sonic's planet by transforming all of the friendly animals into evil robotic henchmen programmed to destroy Sonic. You've got your work cut out for you!

SONIC THE HEDGEHOG 2 features many new Zones, each of which contains dozens of obstacles and new types of Badniks. The Doc and his robotic army are stronger than ever.



Joining Sonic in this adventure is his new pal Tails, who just happens to be your basic two-tailed flying fox. Young Tails looks up to Sonic and aspires to be just like him.

In a one-player game, the computer controls Tails; he'll tag along, following Sonic's every move. At times, Tails will be a big help in defeating Badniks or getting past obstacles, but be prepared for Tails to get in your way also. Dr. Robotnik may have a new army of Badniks, but Sonic also has a few new tricks up his sleeve, like the Spin Dash Attack.



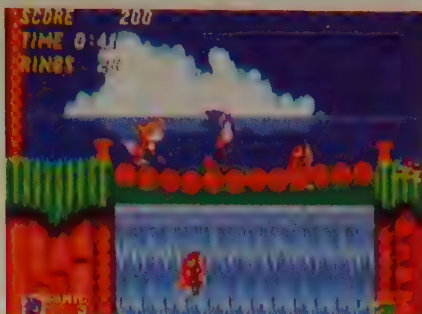
Sonic and Tails must survive seven new Zones before earning the opportunity to defeat Dr. Robotnik and ultimately destroy his Death Egg ship. In SONIC THE HEDGEHOG 2, the Zones are divided into a series of Acts—just as they were in the original game.

Here is the secret code to a hidden Level Select Menu that will allow you to start playing at any Act of any Zone in the game. At the Main Title Screen, select the Options Menu. Use the Sound Test option and play the following selections (in this exact order): 19, 65, 9, and 17. Next, hold down the 'A' button and press START. The Level Select Menu should now appear. Use the UP or DOWN arrow to choose an Act, and press the START button to begin playing.





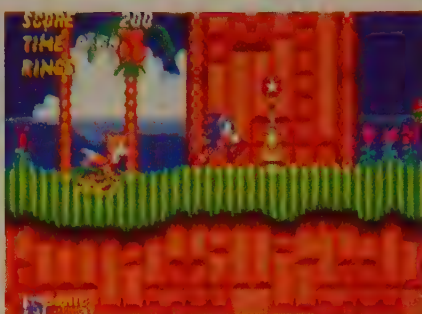
Your adventure begins in the Emerald Hill Zone. Here, you'll find many obstacles vaguely familiar from the original SONIC THE HEDGEHOG. However, they're all a bit stranger and more difficult than the original challenge. Some of the new Badniks you'll meet in this Zone are Mashers (a new breed of robo-fish), flying Buzzers, and creatures, called Coconuts, who hang from the tops of trees.



When Sonic encounters a Badnik, his best defense is either a Spin Attack or a Spin Dash Attack.

To perform a Spin Attack, press the 'A', 'B', or 'C' button and the use the directional arrows to guide Sonic as he leaps and spins in the air.

To perform a Spin Dash Attack, press and hold the DOWN arrow until Sonic crouches, then press and hold the 'A', 'B', or 'C' button to make Sonic start spinning. When you release the directional arrow, Sonic will dash forward like a cannonball at an ultra-fast speed.



In the original SONIC, each Act contained Lampposts that worked as level markers when activated. In SONIC THE HEDGEHOG 2, we will come across Star Posts, which act as level markers when activated, but also work as teleports to the Special Zone.

To transport into the Special Zone, Sonic must first collect and hold between 50 and 99 Gold Rings. Then, he must activate a Star Post by touching it. When small white stars begin circling over the Star Post, leap into the stars and Sonic will transport into the Special Stage. This Special Stage is the key to obtaining the Chaos Emeralds.



Sonic will scoot along 360-degree loops and meet improved catapults, which can now send him flying in diagonal directions. Whenever you have the opportunity to ride a catapult, give it a shot and try to discover any power-ups or Gold Rings that might be floating just outside your view. These catapults will also help Sonic leap over dangerous obstacles. You'll often find catapults hidden in treetops.



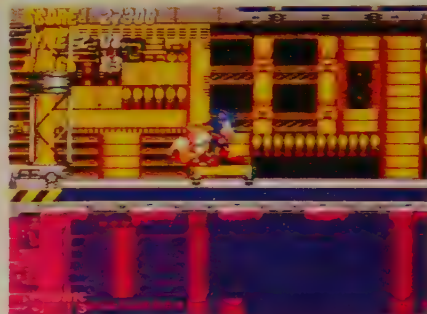
Your first encounter with Dr. Robotnik will be a snap if you can avoid being touched by the large spike at the front of his vehicle. When the Doc approaches, leap upward and perform Spin Attacks aimed directly at him. It will take between six and eight successful attacks to destroy Dr. Robotnik's vehicle. Unfortunately, when the vehicle starts to explode, the Doc will escape. You can be sure, however, that he'll return at the end of the next Zone.



Spiral Highways are bridges that often contain Gold Rings for Sonic to grab. The basic rules of physics apply here: When traveling along these spirals, Sonic must be running or he'll fall to the ground.



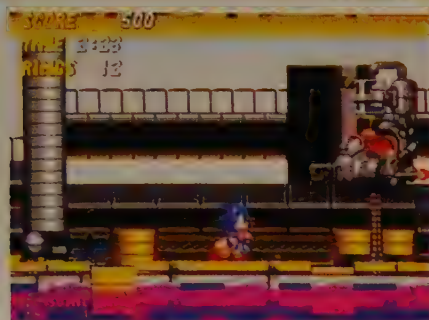
The Chemical Plant Zone takes place within a factory where Dr. Robotnik is manufacturing highly toxic chemical waste. You'll notice that he has turned all of the water purple. Your goal in this Zone is to stop Dr. Robotnik before he contaminates the entire planet's water supply.



To avoid getting wet, Sonic must ride floating platforms over pools of polluted water. Making the leap onto these platforms requires perfect timing; once you've mastered the skill, though, you can do it again and again on demand.



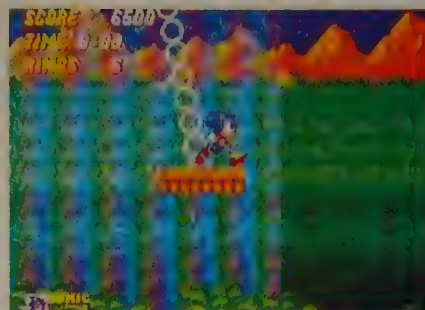
In Act 2 of the Chemical Plant Zone, there is a hidden 1-Up icon. If Sonic follows the lower route he can jump off a floating platform and land in the water. Then, move to the right while underwater, and you'll discover this 1-Up. Once you've grabbed this icon, travel underwater to the left until you reach a springboard. This board will send Sonic back to land. But beware—if you don't work fast, Sonic will drown.



Beating Dr. Robotnik will be a bit trickier this time because you must keep Sonic near the center of the game screen. Avoid the weapons on the Doc's ship, and simultaneously launch a series of Spin Attacks aimed directly at the upper portion of Dr. Robotnik's ship. The best time to launch your attacks is when the Doc's ship is refilling its tank with toxic water; during that time the ship will remain still.



Get ready to explore the dangerous remains of an ancient civilization in the Aquatic Ruin Zone. The Acts in this Zone take place on land and underwater; the easiest routes are the ones that keep Sonic dry. To follow these easier routes, try to stay as high up as possible by climbing up hills and hopping on catapults. Along the upper route, you'll discover many hidden power-ups in trees.



Riding swings allows Sonic to move from one body of land to another. But, your timing needs to be perfect to leap from one swing to another in midair.



Use a Spin Attack to crush the stone pillars into tiny marble pebbles. Sometimes it's a better strategy to leap on top of a pillar without smashing it, so you can leap again onto a higher platform. In this Zone, the Grounder Badniks keep guard over the ancient ruins. These dudes can dig through walls, so be prepared for them to suddenly appear. A Spin Attack will defeat these guys, but you must land on their heads, and not touch the spikes on their faces. At the start of Act 1, watch out for flying arrows that travel from left to right. Be prepared to jump out of their way.



In order to beat Dr. Robotnik at the end of the Aquatic Ruin Zone, our hero must climb up totem poles and launch Spin Attacks on the Doc's ship. Each time Dr. Robotnik's ship hammers a totem pole, an arrow will fly across the screen.

Don't let Sonic get hit by a flying arrow. Once the arrow lands in a totem pole, Sonic can use it as a step to climb to the top of the totem pole and launch his attack. You'll want to avoid Doc's ship—it's best to attack from behind.

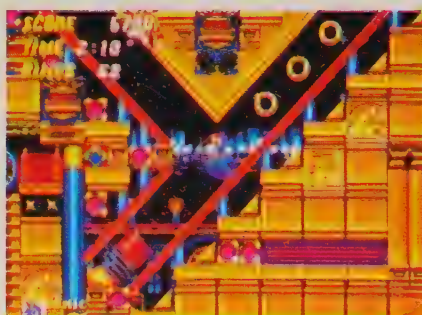


It'll take a pinball wizard to defeat Dr. Robotnik at the end of this Zone. Have Sonic run left and right along the floor of this final screen to build up momentum. Then, use the flippers to send Sonic traveling upward so that he can launch Spin Attacks on Robotnik's ship. The difficult part comes in avoiding the deadly energy balls that the ship drops. These weapons explode when they hit the ground.



The Casino Night Zone is jam-packed with fun and offers fewer dangers than the other Zones in this adventure. While visiting this Zone, spend some time playing the slot machines. You can earn lots of Gold Rings and extra lives, which will be important later in the game.

This Zone is loaded with different types of bumpers and flippers which you must use to guide Sonic around each Act. You'll revisit the Casino Night Zone when you play the new SONIC SPINBALL game.



Use the buttons on the controller to activate the pinball trigger. Holding down a button causes the trigger to tighten. When you release the button, the tension in the trigger is released and Sonic goes flying.



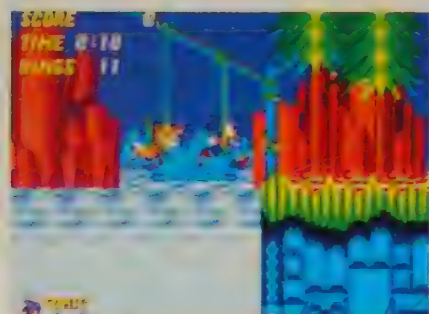
To play the slot machines, Sonic must land in the center of the screen. You can keep playing the slots as long as you want, but keep your eye on the timer. Make sure you leave enough time to finish the Act before the clock reaches zero, or you'll lose a life. When playing the slots, you can win or lose Gold Rings. Each time you collect 100 rings, you'll earn an extra life. Here is how the scoring works:

3 Gold Rings	Wins 10 Gold Rings
3 Bars	Wins 20 Gold Rings
3 Tails	Wins 25 Gold Rings
3 Sonics	Wins 30 Gold Rings
3 Jackpots	Wins 150 Gold Rings
1 Jackpot	Wins 60 Gold Rings
+ 2 Sonics	
3 Robotniks	Lose 100 Gold Rings
2 Jackpots	Lose 100 Gold Rings
+ 1 Robotnik	



Sonic's next stop is the Hill Top Zone. As the name suggests, here Sonic must explore the mountain ranges and nearby hills. This Zone has several hidden passageways found in the ground. Look for areas where the ground looks a bit different and try performing a Spin Attack on that area. If you've discovered a passageway, Sonic will begin digging into the ground.

In this Zone, watch out for the Sol Badniks. These guys are made out of fire and will shoot their fireballs at Sonic. Only when all four of their fireball arms have been launched can Sonic defeat this type of Badnik. A good strategy is to avoid them completely.



This Zone has swings that allow Sonic and Tails to transport themselves between mountains. The trick is to leap off the swing just before it reaches its final destination. These swings have a habit of breaking off the vine at the last moment. If Sonic and Tails have not evacuated, they will fall and could lose a life. As you ride these vine swings, try to collect as many floating Gold Rings as possible.

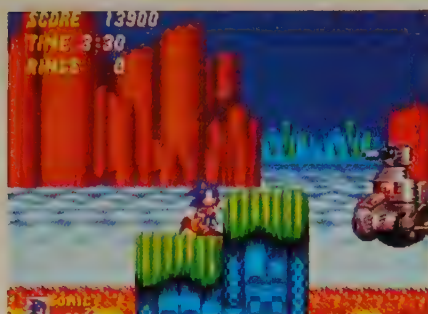


To reach higher platforms, you must help Sonic ride this seesaw-like contraption. First, leap onto the high side of the seesaw. This will send the weight on the opposite end flying upward. While the weight is in the air, move to the other side of the seesaw. As the weight lands, it will send Sonic upward. Be careful, though: If the weight lands on Sonic's head, he's dead.



When you discover a hidden passageway, jump and perform a Spin Attack as Sonic lands. This will allow him to dig his way downward. Some of these hidden passages are at the end of 360-degree loops. If this happens, Sonic must perform a Spin Attack as he reaches the end of the loop.

Like all of the Zones in SONIC 2, each Act has multiple routes to follow. As a rule, the upper routes are easier to follow.



When you confront Dr. Robotnik at the end of the Hill Top Zone, you will find yourself on an island surrounded by hot lava. Dr. Robotnik's ship can shoot flames and set one section of the island on fire. Obviously, you've got to avoid the flames.

The best time to launch your Spin Attacks is when the Doc's ship emerges from the lava.



The Mystic Cave Zone takes place in a complex maze of underground caves. However, the good news is that at least you're not underwater.

Within these dark caves live creatures of the night, like Flasher Bugs and Crawlton Snakes. Growing in these caves are vines; Sonic can grab onto some of them to open doors, reveal passageways, and lower bridges.



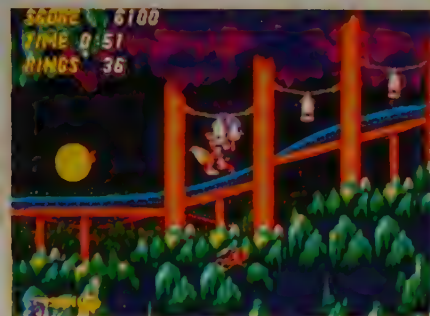
Look for vines overhead that are in the shape of a handle; they're perfect for Sonic to grab onto. These vines will often have small ribbons tied around them. Sometimes you will need to grab onto vines to obtain various power-ups or to reach secret rooms.



This type of staircase will pop up throughout this Zone. As each step comes out of the wall, be sure Sonic doesn't get stabbed by the sharp spikes. This obstacle may look easy to deal with, but timing is important. Having Gold Rings in your possession will protect you if Sonic touches a spike by accident.



In each Act of this Zone, you'll have to deal with dangerous moving wooden box obstacles. If Sonic gets trapped between two boxes, he'll get squashed. Patience is the key. Hidden somewhere near these rotating sets of wooden cartons are power-ups, like this Invincibility icon. Remember, Sonic can still get crushed when he is invincible.



Flying Flasher Badniks are dangerous. They move quickly, and when they are lit up they are deadly and can't be defeated. Avoid the lit Flashers. When they look like normal robo-bugs, a single Spin Attack will defeat them.



At the end of Act 2 of the Mystic Cave Zone, you can expect the Doc to again launch an attack against you. This time Dr. Robotnik has designed a vehicle that allows him to dig underground. However, only the pointed rocks (the stalactites) can harm you.



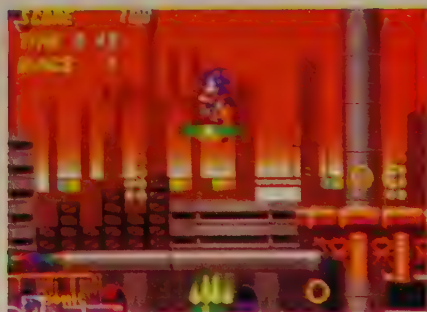
Since you must perform a series of successful Spin Attacks aimed at the upper portion of the Doc's ship, you should definitely wait until the ship's spikes are pointed downward before launching your attacks.



Dr. Robotnik has already tried to pollute the waters with toxic waste, but you managed to stop his diabolical plan. Here in the Oil Ocean Zone, the Doc has taken possession of an oil refinery located in the ocean. He's trying to pollute the water by creating a giant oil spill. This Zone contains several never-before-seen Badniks and a selection of bizarre obstacles. Along with catapults, green-colored pressure plates will send Sonic (and Tails) flying upward.

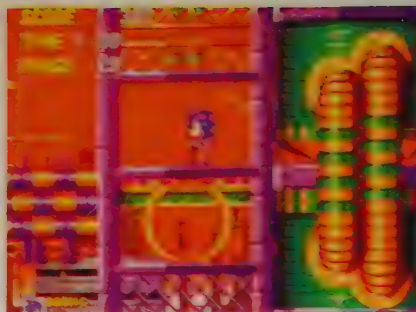


These industrial-strength fans are so strong, they can lift Sonic into the air and keep him from falling into the polluted water. While in the air, use the directional arrows to control Sonic. The oil spills that Dr. Robotnik started have made nearby waters deadly to him.



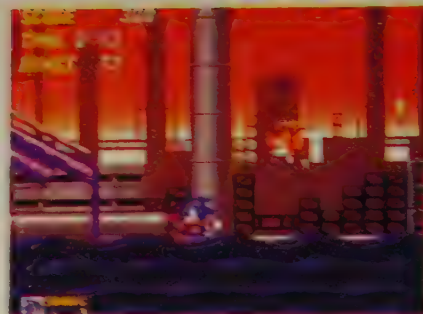
Pressure plates will shoot upward periodically. If Sonic is standing on one of these green plates, he'll fly up with them. That may not be a very pleasant ride if spikes are waiting above.

Don't let Sonic touch the flames below the green plate or he'll lose a life. Many of these plates are surrounded by spikes, so be careful when you help Sonic jump onto or off one.

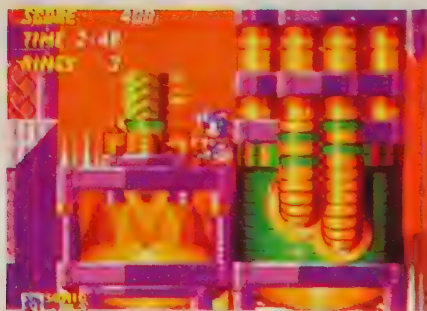


The oil refinery contains many levels. To travel up or down, elevators are available, but watch out for Badniks who can shoot at Sonic as he travels in these elevators. There isn't much maneuvering room, so getting out of the way of a weapon can be difficult.

In Act 2, here is a trick to grab hidden power-ups. Hop onto an elevator to activate it, and then quickly jump out and drop down the elevator shaft.



As we've learned, the polluted water has become deadly to Sonic. But, if he happens to fall into the water, keep pressing the 'A', 'B', or 'C' button on the controller along with the LEFT or RIGHT directional arrow and he'll float along the top of the water long enough to leap back onto a stable platform. If you stop pressing the buttons on the controller for just a moment before Sonic is safe, he'll drown and lose a life.



The green and tan cylinder on top of the pressure plate is a transporter. Perform a Spin Attack on this object and Sonic will go flying upward into a series of Balloon Spitters; they will send Sonic flying to another area of the Act.

Some of these gadgets provide shortcuts and will help you reach Dr. Robotnik a bit faster. If you get lost, the Balloon Spitters can also put you back on the right path.

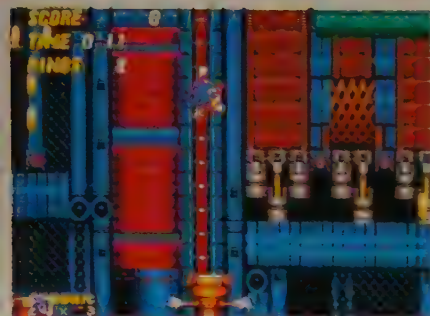


When Dr. Robotnik makes his appearance this time, he'll be riding in a custom-designed submarine. Start launching your Spin Attacks. When the submarine submerges, it will be replaced by a long probe that Sonic must jump over. Then, a giant laser gun will appear and blast Sonic if he doesn't duck down. After the laser shoots three times, Dr. Robotnik's sub will reappear—that's the time to attack it again!

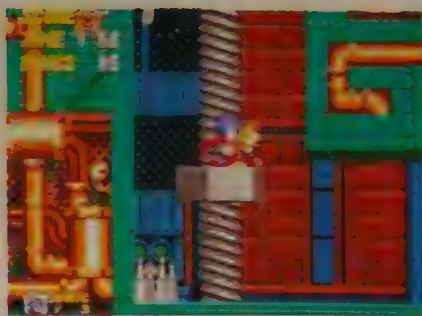


There are three main types of Badniks you'll discover guarding the Metropolis Zone: Asterons (floating stars that shoot weapons); Slicers (green insects that throw sharp claws); and Shellcrackers (crab-like dudes with a giant claw that can extend outward). Instead of pressure plates, this Zone contains steam vents that send Sonic traveling upward.

The most difficult part of this level comes when Sonic must cross a series of floating wooden boxes.



Instead of catapults, you must carefully use these steam vents to help Sonic travel upward to reach higher levels. Occasionally, steam will come out both sides of the vents. If Sonic touches the steam, he'll lose a life.



Here is the ultimate in Sonic hardware: Making your way up or down in certain parts of this Zone is easy when our favorite hedgehog rides a nut and bolt. Stand on the nut and press the RIGHT arrow to run to the right and go up, or press the LEFT arrow to run to the left and go down. Sonic can use this to reach different levels and platforms within the Act.



Like the rest of the Badniks, Slicers can be defeated with a Spin Attack. These guys move fast, so once they shoot their blades, Sonic only has a few seconds to react.

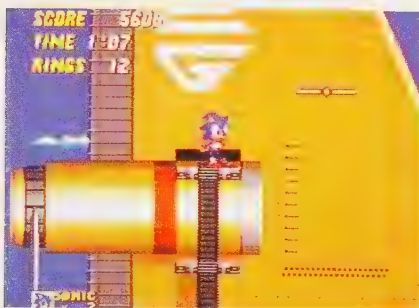


Sonic can pounce on a Turtloid Badnik and subdue it. Once the Badnik is under his control, Sonic can stand on the flying turtle's back. Tails is an ace pilot, so whenever you make Sonic jump upward, Tails will always make sure the plane is right below you. Use Spin Attacks to defeat the red, flying Badniks you encounter.

The Sky Chase Zone is a snap! Sonic will wing-walk on a plane that Tails is piloting, and he must avoid the Badniks and collect Gold Rings. This Zone contains only one Act. At the end of this Act, you will reach Dr. Robotnik's Death Egg airship.



You've outsmarted Dr. Robotnik and his Badniks so far, but the ultimate battle lies ahead in the Wing Fortress Zone. Your first goal is to travel along outside the Death Egg airship and locate the entrance—it's on the roof, near the front of the ship. Be sure to explore while you are outside the Death Egg ship—there are several hidden 1-Ups and other useful power-ups.

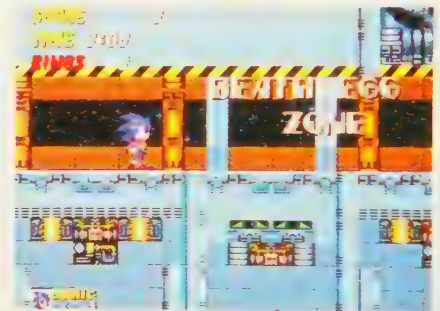


When Sonic lands on the Death Egg, he'll find himself standing outside the back of the ship. Work your way to the center of the ship (right) and then travel up and to the back (left).

Take this conveyor belt upward. It's located at the top of the ship, near the very back. When the conveyor belt reaches its highest point, leap up and grab the 1-Up icon. Then have Sonic drop down and walk along the top of the ship to the right, toward the front.



Be sure to activate this Star Post in the Death Egg Zone. If you lose a life in the next part of this Act, you will return to this point. If this happens, travel left (back to the conveyor belt) and grab the 1-Up icon again. This will replace the life you just lost.



After the Star Post, keep moving to the right until you discover an entrance that will take you inside the Death Egg. We trust you won't be surprised when you enter the ship and discover Dr. Robotnik has set a high-tech trap for you.

When the laser eye opens overhead, perform attacks on it. Meanwhile, you must avoid the deadly laser beams and the spikes on the floating platforms. After destroying the laser eye, move forward (to the right) and you'll discover a hidden 1-Up in the wall. You are now deep within the heart of the Death Egg. Your search for the Doc is almost over!

Before you meet Dr. Robotnik for your last face-to-face battle, you must outsmart and destroy Robo-Sonic. That's right, Dr. Robotnik has created a robotic clone of Sonic. Of course, this version of Sonic is evil and dangerous.

When Robo-Sonic is standing still and upright, you can perform a Spin Attack to the front of his metal body. When Robo-Sonic runs across the screen (standing upright), you can perform a Spin Dash Attack on him. You must avoid touching the spikes on his head.



Periodically, Robo-Sonic will curl up into a ball and then roll or bounce across the screen. When Robo-Sonic rolls, you must jump up to avoid him. If Robo-Sonic bounces, you must get to a safe position and crouch down to avoid being touched.

Only when Robo-Sonic is standing upright can he be attacked successfully. If you pay attention, you will discover that Robo-Sonic always follows the same pattern. Learn this pattern and you can defeat him.

When you do defeat Robo-Sonic, don't waste too much time celebrating. Dr. Robotnik will not be pleased, and he will use the occasion to demonstrate his most recent invention, the giant Battle Suit.

Only when the Battle Suit's arms are retracted can Sonic launch Spin Attacks aimed at the head of the suit. When the Doc makes the Battle Suit fly upward, move to the far corner of the screen and wait until the targeting cross hairs aim at you, then run and launch more attacks.

Be prepared to jump up and out of the way when Dr. Robotnik shoots the Battle Suit's giant arms at you. Keep launching attacks and you can destroy the Battle Suit and the Death Egg as well.

As the Death Egg starts to explode, Tails will rescue you.

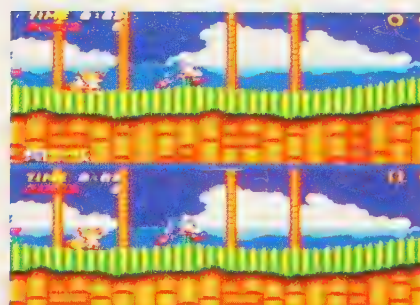


The Special Zone is the only place where Sonic and Tails have the chance to locate and grab one of the seven Chaos Emeralds. To enter this Zone, you must collect between 50 and 99 Gold Rings and then activate a Star Post. After you've turned it on, leap into the small white stars that appear above the Star Post.



Each time you enter the Special Zone, you will be told to collect a specific number of Gold Rings as they come toward you. Besides Gold Rings, Bombs will also come at you. Avoid these Bombs or you'll lose the Gold Rings you've collected.

The Special Stage has three sections. At the end of the third section, if you manage to collect the right number of rings, you can grab one Chaos Emerald.



In the two-player simultaneous cooperative mode, Sonic (controlled by player 1) and Tails (controlled by player 2) work together to defeat Dr. Robotnik.

To play in cooperative mode, simply plug in the second controller and start a one-player game.

For high-speed, two-player competitive action, access the two-player mode at the Options Screen.

From this screen, you can set the VS Mode to be Teleport Only, which means that each time one player activates any power-up monitor, the two players will switch positions in the game.

When competing in the two-player, split-screen competitive mode, you must try to complete each Act as quickly as possible (and beat your opponent), collect the most number of rings, and get the highest possible point score. Be sure to concentrate only on your half of the screen so you don't miss anything important.

TIP: When going to battle with Dr. Robotnik, be sure to activate the Star Post. If Sonic fails to do this and the Doc gets the better of him, Sonic will have to start the level back at the beginning.

TIP: In two-player mode, there are only four Zones you can compete in. After Sonic and Tails have completed an Act, a special screen rating their performance will appear. To beat your opponent you will have to finish first *and* grab the majority of power-ups.

TIP: When Sonic goes one-on-one against the evil doctor, be cautious. Take some time out to figure out the Doc's pattern. Once you have got it, Sonic will have no trouble smashing Dr. Robotnik's latest invention.

TIP: Upon returning from the Special Zone, if Sonic collects at least 50 additional Gold Rings during the same Act, he will transform into Super Sonic. As Super Sonic, Sonic becomes invincible and can move ultra-fast (as if he were wearing power sneakers). If you can get Super Sonic to run fast enough, he will start to fly, leaving a trail of sparks behind him.

TIP: When you enter a Star Post and then return to the Act you were previously in, all of the power-ups and Gold Rings you had already grabbed in the Act will be replaced. If you've got the time, you can backtrack and grab the same 1-Ups, power-ups, and Gold Rings.

TIP: In Act 2, you will encounter a series of four green pressure plates lined up in a row. If you avoid the plates and continue moving to the right, you'll follow one route to the end of this Act. You can also ride the second pressure plate from the left upward and follow a second route, or take the shortcut by riding the rightmost pressure plate upward.



GAME GENIE CODES

The Galoob Game Genie accessory for the Sega Genesis allows players to make changes to many games, including SONIC THE HEDGEHOG 2. Sega made some minor changes in the SONIC THE HEDGEHOG 2 game cartridge after release, and therefore there are two different sets of Game Genie codes for the game. Try using the codes from column A first. If these codes do not create the described results, try entering the Game Genie codes from column B.

The following codes are for a one-player game. You can mix and match up to five of these codes at a time to temporarily customize the game. (When you turn the power off, the game will reset and the codes will be erased from memory.)

CODE A	CODE B	Description
SAST-DJ1A	SATA-DJTJ	Each ring is worth 2
SAST-DT1A	SATA-DTTJ	Each ring is worth 4
SAST-D21A	SATA-D2TJ	Each ring is worth 6
SAST-DA1A	SATA-DATJ	Each ring is worth 8
AY8A-AAD2	AY8A-AADN	Start with 5 lives
DE8A-AAD2	DE8A-AADN	Start with 25 lives
GJ8A-AAD2	GJ8A-AADN	Start with 50 lives
KN8A-AAD2	KN8A-AADN	Start with 75 lives
NN8A-AAD2	NN8A-AADN	Start with 99 lives
JW3A-CA4J	JW3A-CA4Y	Infinite lives
KBVT-CAE2	KBVT-CAE2	Jump
EBVT-CAE2	CBVT-CAE2	Jump higher
982T-CAF8	982T-CAGL	Stay invincible longer
ALTA-CA9J	ALTA-CA9Y	Once Sonic grabs an Invincibility icon, he will remain invincible for the rest of the Act
ACZT-CACA	ACZT-CACN	Become Super Sonic without having to collect Chaos Emeralds. (You must still collect 50 rings)
AGZT-CACJ	AGZT-CACY	Become Super Sonic by collecting only 1 ring (Combine with the code above)
ATTT-CA4W	ATTT-CA58 or ATTT-CA6W	Sonic won't lose rings when he's hit
AH2T-CAH6	AH2T-CAHN	Sonic only needs 1 Gold Ring (not 50) to enter a Special Stage after activating a Star Post
SBJA-HAWJ	SBJA-HAV2 or SBJA-HAWR	In the Special Stage, each Gold Ring is worth 8
RE8A-A6OW	RE8A-A6OG	Level Select Menu—at the Main Title Screen, hold down the 'A' button and press START

SONIC THE HEDGEHOG

When Dr. Robotnik invades Sonic's home planet and starts transforming all of the friendly animals into evil robotic creatures (Badniks), only one hedgehog has the knowledge, speed, and creativity to outsmart the evil doctor and rescue his animal friends. In this adventure, Sonic's only weapon is his Super Spin Attack, which you can perform by pressing the '1' or '2' button together with one of the arrow keys. The arrows will help you guide Sonic while he's in the air.



The power-ups found within this game include: Super Rings (worth 10 single Gold Rings), Shields (they protect Sonic from one attack by a Badnik), Power Sneakers (allow Sonic to travel at ultra-fast speeds), 1-Ups (worth an extra life), and Invincibility icons (that make Sonic invincible for a short period).

Hidden somewhere within each Zone is one Chaos Emerald that you must locate and pick up. Only by collecting all six of the emeralds will you witness the "real ending" of this game if you manage to reach the end of the final stage and defeat Dr. Robotnik.

At the start of a game, you will have three lives and no Continues. Earn additional lives by grabbing 1-Up icons or collecting 100 Gold Rings within a single Act. Each time you earn 50,000 points or a picture of Sonic appears on the End Level Marker at the end of an Act, you'll also receive an extra life.



Each of the six Zones in SONIC THE HEDGEHOG is divided into Acts. The Acts are jam-packed with places to explore, Badniks to outsmart, and power-ups to activate.



In the original SONIC, Lampposts act as level markers. In this Game Gear edition of SONIC THE HEDGEHOG, look for video monitors containing a yellow arrow. Activating one of these arrow icons works as a level marker.





After each Act, your score for that Act will be calculated based on the points you earned by pouncing on Badniks, the number of Gold Rings you've collected, and the amount of time remaining on the clock. On this screen, you'll also see the number of lives you have remaining in the game and the number of Chaos Emeralds you have collected.



Before you begin each Zone, you will see an overview map of the area. Each Zone contains three Acts. The Zones in SONIC THE HEDGEHOG Game Gear include: The Green Hill Zone, the Bridge Zone, the Jungle Zone, the Labyrinth Zone, the Scrap Brain Zone, and the Sky Base Zone.

In Act 3 of the Sky Base Zone, you'll meet Dr. Robotnik for the last time. If you manage to beat the Doc, you'll win the game and free all of the animals he has kidnapped.



SONIC THE HEDGEHOG

Each Zone is loaded with an army of Dr. Robotnik's evil Badniks. By performing a Spin Attack, Sonic can pounce on the head of a Badnik and transform it back into a friendly animal. SONIC THE HEDGEHOG Game Gear features nearly a dozen different types of Badniks, including the Crabmeats (shown). These Crabmeats shoot energy balls from their heads.



Along with Badniks, each Act of SONIC THE HEDGEHOG Game Gear contains obstacles. Some of these obstacles will require perfect timing to get past, while others will take a bit of creativity. To get past this obstacle, Sonic must leap onto the higher side of the scalelike object (shown) to send the weight on the opposite side flying upward. When the weight is in midair, Sonic must jump to the opposite side of the scale (before the weight lands).

If Sonic is in the right place when the weight lands, he'll go flying upward. Using the LEFT or RIGHT arrow, you can control Sonic while he's traveling through the air.





At the end of the third Act of each Zone, Sonic will meet up with Dr. Robotnik who will be riding in one of his deadly contraptions that he has designed specifically to defeat Sonic. You can beat the Doc by performing between six and eight successful Spin Attacks on Robotnik's ship.

When Dr. Robotnik appears at the end of the Bridge Zone, pounce on top of the ships and keep performing one long Spin Attack by landing on the ship—while Sonic is spinning—and by holding the DOWN arrow. Watch out for the energy bullets the Doc's ship shoots out. Crouch down to avoid these bullets.

In Act 3 of the Jungle Zone, be sure to grab the 1-Up icon (found underwater) before you encounter Dr. Robotnik. During this encounter with the Doc, you must perform Spin Attacks while avoiding the black bombs that the ship drops. Your timing must be perfect if you want to avoid being hit by the bombs, yet be able to launch successful attacks on the Doc's ship.

The Labyrinth Zone concludes in an underwater area. Take the first catapult upward and travel to the left (in Act 3) to reach a 1-Up icon. Next, move to the right, where Dr. Robotnik will be waiting in a shooting submarine. When the sub appears, perform a Spin Attack then get out of the way of the torpedo.

Your encounter with the evil Doctor at the end of the Scrap Brain Zone will be short. (He's saving up his energy for your final encounter with him at the end of the Sky Base Zone.) When the Doc appears in the Sky Base Zone, stay to the left side of the screen and avoid the fireballs he shoots in your direction. The fire streams move from right to left, so launch your attack on the Doc when the fire stream is on the left.

TIP: At the end of Act 1 or 2 of any Zone, you'll discover an End Level Marker that Sonic must spin. When this marker stops spinning, one of four pictures will appear. If a picture of Dr. Robotnik shows up, nothing happens and the game continues. A large Gold Ring will earn you ten Gold Rings. A picture of Sonic is worth one extra life, and an Exclamation Point (!) will transport Sonic into the Special Stage.

TIP: During Act 1 or 2 of any Zone, if you collect more than 50 Gold Rings and an Exclamation Point appears on the End Level Marker, Sonic will be transported into the Special Stage. At the top-center of this stage is a countdown clock. Your goal in this Special Stage is to collect as many Gold Rings as possible before time runs out. You'll earn an extra life for every 100 Gold Rings you collect. If you smash open the Continue icon hidden within the Special Stage, you will also earn one Continue. In SONIC THE HEDGEHOG Game Gear, there are three different Special Stages. When visiting one of these Special Stages, bounce around and keep collecting Gold Rings.



GAME GEAR

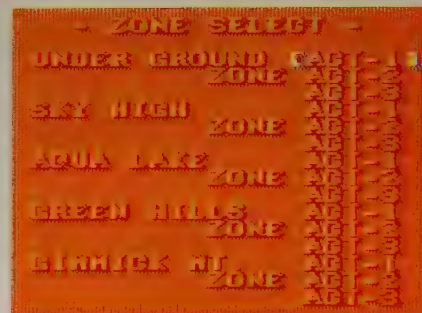
SONIC THE HEDGEHOG 2

One of the most impressive game titles available for Sega's Game Gear is SONIC THE HEDGEHOG 2. The colorful and detailed graphics, combined with the general game-play speed, and smooth scrolling of the game screens, make for a superior game. SONIC THE HEDGEHOG 2 Game Gear is also the most challenging cart in the hand-held Sonic series, which includes: SONIC THE HEDGEHOG, SONIC THE HEDGEHOG 2, and SONIC CHAOS.



SONIC THE HEDGEHOG 2 for the Game Gear offers another exciting adventure for Sonic, who must rescue his pal Tails. As you help Sonic explore each Act of

each Zone, you must defeat the Badniks, collect Gold Rings, and, at the end of each Zone, beat the Boss Badnik. You'll find several of these Boss Badniks extremely difficult to defeat. Your ultimate goal is to locate Dr. Robotnik, who is holding Tails hostage.



Here is a special Level Select Code that allows you to begin playing SONIC THE HEDGEHOG 2 Game Gear at the beginning of any Act in any Zone. During the intro sequence, press and hold down the START button to make the Main Title Screen appear. Keep the START button depressed, and, when the title screen appears, press the '1' and '2' buttons along with the DOWN and LEFT arrows. (Press between the DOWN and the LEFT positions on the controller.)

After a few seconds of holding down these buttons, you'll hear a special tone. Now, release all of the buttons and press just the START button again. The special Level Select Menu should appear.





In SONIC THE HEDGEHOG 2, Sonic can perform a Super Spin Attack and a Spin Dash Attack. He'll also encounter numerous new types of obstacles and have to outsmart Dr. Robotnik's most advanced Badniks. In the three Acts of the Underground Zone, Sonic must explore a series of underground mines by riding a mining cart, crashing through walls, and climbing up hills. You'll quickly discover that each Act has multiple routes that Sonic can follow as he attempts to reach the End Level Marker at the end of an Act.



When Sonic hops into a mining cart, use the DOWN arrow to make Sonic crouch down. Press the '1' or '2' button to make Sonic leap out of the cart. (You can't control the speed or direction of the cart, so be prepared to jump off the cart when you see you're headed for danger.) Knowing when to evacuate the cart is one of the tricks you'll need to master to survive this Zone.



At the end of Act 3, Sonic will take a giant leap down into what seems like a bottomless pit. Just when it looks like Sonic is dead meat, Dr. Robotnik will come to the rescue. Don't be confused. The Doc is still Sonic's worst enemy, however, if Sonic were to die, what would Dr. Robotnik do for fun?



Here is one of the trickiest Boss Badniks to defeat. Sonic should totally avoid touching this Badnik; forget Spin Attacks. Instead, stand to the left of this creature (about where he is in this picture) and avoid the energy balls that drop down from the left side of the screen. Sonic must crouch down or jump up to avoid these energy balls. These energy weapons will hit the Boss Badnik if Sonic avoids them. When enough of these energy balls land on the Badnik, he will be defeated.





Once you have explored the underground regions of the planet, Sonic will take to the sky in the three Acts of the Sky High Zone. In these Acts, spikes are everywhere, so don't let Sonic get stabbed. Use catapults to move upward and Spin Dash Attacks to crash through walls. The coolest part of this Zone comes when Sonic has to pilot a glider. It's a bit tricky, but it's a skill you'll have to master if you want to continue the game.



At the start of Act 1, Sonic must travel to the right, leap upward, move to the left, and then travel upward via a catapult. If you head to the extreme left instead of traveling upward on the catapult, you'll encounter a series of obstacles.

In the upper-left corner of the Act is a 1-Up icon (this icon is located above where you initially started the Act). To proceed toward the end of the Act, you should keep traveling to the right. To smash through this wall (shown), perform a Spin Dash Attack.



In the middle of Act 1, Sonic must work his way upward. Be sure to collect the Gold Rings. After riding this series of catapults upward, move to the right.



As you help Sonic glide through the air, grab as many Gold Rings as possible. While you're high up, practice controlling the glider because you'll soon have to steer through tunnels lined with spikes. In Act 2 of this Zone, you'll discover that Sonic can walk (or float) on many of the clouds. Some of these clouds contain hidden catapults.

While exploring this Act, stay as high up as possible. If you fall to the ground, you'll land on a series of spikes and lose a life. At the end of Act 3, perform Spin Attacks to pounce on the baby chicken Badniks. Once the babies have been defeated, the mother hen will appear. Perform multiple Spin Attacks on this creature's head, and leap over the weapons that are sent toward Sonic.



Sonic wasn't born with wings. But when he straps on this glider, he can fly. Be sure to get a running start before you leap off the mountain, though. Try to remain in the air and maintain your altitude. Use the LEFT and RIGHT arrows to control the glider. Tap these buttons quickly; do not hold them down.



In Act 2, Sonic should ride upward (and horizontally) within a giant air bubble. Once Sonic has leapt into the bubble, use the directional arrows to steer. These large bubbles are very fragile, so avoid spikes, Badniks, and other obstacles. To break the bubble and escape, press the '1' or '2' button.

You'll discover a Chaos Emerald, at least one 1-Up, Super Gold Rings, a Power Sneaker icon, and an invincibility icon hidden underwater in Act 2, so be sure to explore!



The Aqua Lake Zone takes place primarily underwater, which means that you'll constantly have to search for air bubbles for Sonic to leap into and replenish his air supply. If Sonic remains underwater for too long without air, he'll drown and lose a life. Besides the underwater routes in Act 1, there are places where Sonic can stay above ground; however, he'll have to skim across water. To do this, keep pressing the LEFT or RIGHT arrow together with the '1' or '2' button to keep Sonic bouncing.

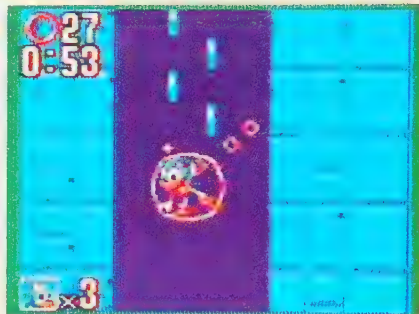


Dr. Robotnik's Badniks are everywhere, including underwater. These Crabmeats will grab Sonic with their claws, but can also shoot energy balls at Sonic from a distance. Perform a Spin Attack and land directly on top of these robotic crabs to defeat them. You can also use a Spin Dash Attack to crash into most Badniks and defeat them from the side.





Be sure to grab this 1-Up icon found in Act 1 of the Aqua Lake Zone (above the water). You'll also find a 1-Up hidden behind one of the red and white columns in this Act.



Ride this bubble upward toward the end of Act 3. When Sonic is riding within a giant bubble, he can breathe normally, so you don't have to worry about being underwater for too long.



This Boss Badnik is a seal who enjoys balancing objects on his nose. Keep performing Spin Attacks on the seal. He will balance Sonic on his nose, then send Sonic flying to the left. You must then guide Sonic back onto the seal and perform additional Spin Attacks. If you avoid the seal, a ball will appear on the seal's nose. The seal will eventually throw the ball toward Sonic, and you won't want to be in the way.



Moving right along, Sonic will find himself in the Green Hills Zone, which you will find familiar because this Zone is based on the Green Hill Zone found in the Genesis version of the game. Act 1 contains hills, moving platforms, dozens of Gold Rings, catapults, and at least three 1-Ups. Whenever possible, travel as high as possible and look for power-ups on the top of platforms and on 360-degree loops.



By taking the high routes whenever possible, you'll find yourself on top of the 360-degree loops instead of traveling around them. In this Zone, be sure to grab as many Gold Rings as possible, so that you can earn extra lives. (You'll earn one extra life for each 100 Gold Rings you grab within an Act.)

At the end of Act 3 of the Green Hills Zone, the Boss Badnik can only be defeated if you launch Spin Attacks on this guy when he's standing upright. When he's rolled up into a ball, he has three different attacks and cannot be harmed. As Sonic, you must avoid the Badnik's high bouncing attack, the rolling attack, and the low bouncing attack.



Gimmick Mt. Zone is built from machinery that includes giant gears, conveyor belts, mining carts, floating pipes, and a maze of tubes. To travel past Gravity Discs (spinning silver spheres), Sonic must cling to them and ride them around in circles, then leap off at the right moment. In Act 1, watch out for the walls and ceilings that are lined with sharp spikes.





Ride these moving pipe platforms to reach higher levels within each Act. At times, you'll have to leap off a pipe to avoid an obstacle and then quickly hop back on the pipe before it moves too far away (perfect timing is critical). At the end of Act 3, the robotic Boar awaits. Jump out of his way when this creature charges. Let him crash into the wall. When he lands after the crash, perform a Spin Attack. Keep this up until you've defeated this mean-looking creature.



The Scrambled Egg Zone contains three Acts full of tubes that Sonic can easily get lost in. You must steer your way through these tubes without getting lost. In this Zone, some Gold Rings actually form patterns, such as arrows, and will tell you which way to travel.



When you come to an intersection in the tubes, press and hold the arrow button in the direction you want Sonic to move. Keep exploring and you'll discover a Chaos Emerald at the very end of Act 3, but first, you must defeat Robo-Sonic. The only time you can attack Robo-Sonic successfully is when he's standing upright. If he is rolled up in a ball, avoid Robo-Sonic by jumping out of the way.



The Crystal Egg Zone is the final Zone in SONIC 2. In Act 1, spend some time collecting as many Gold Rings (and extra lives) as possible. As you travel under crystal blocks, don't let them fall on your head.

At the end of Act 1, follow the lower route; it's easier. Locate the Invincibility icon and then run across the spikes (while Sonic is invincible). If you take the high route, you'll have to bounce along a series of floating catapults.

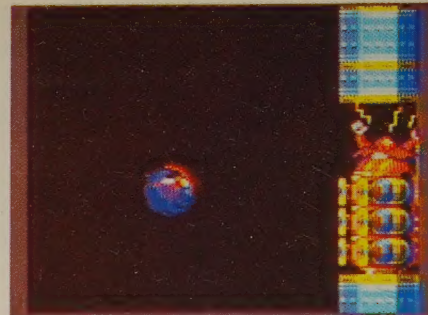




If a crystal block is in your path, try performing a Spin Dash Attack and crash through it. In Act 2, be on the lookout for blue and white gravity discs. These small objects float in the air and will send Sonic flying upward. They come in quite handy on several occasions.



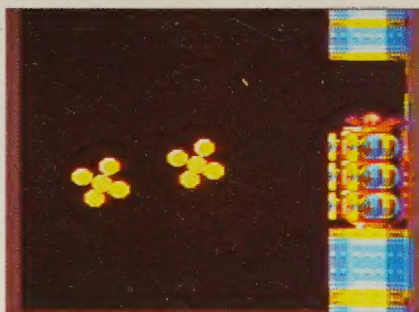
In Act 2, you can travel upward by riding a series of diagonal catapults that line the walls. During your flight, be sure to grab the Gold Rings in your path. At the top, activate the 1-Up icon sitting on the ledge to the right.



You've made it to the end of Act 3 of the Crystal Egg Zone. You've beaten all of Dr. Robotnik's Badniks and Boss Badniks; now you must face the Doc in a one-on-one battle royal. After the Doc shoots fireballs at you, launch a Spin Attack on the Doc's contraption.



Between attacks, Sonic must hide in one of the tubes along the edge of the game screen. When an electrical field, controlled by Dr. Robotnik, surrounds the game screen, Sonic must be safely within a tube or he'll get fried. When the energy field stops, jump out of the tube and launch additional attacks on Dr. Robotnik.



Avoid the fireballs that Dr. Robotnik shoots at you. You can jump out of the way of these weapons once you see where they're going to land. Between attacks from the Doc, launch your Spin Attacks and you'll eventually destroy the Doc's contraption.

Do we have to tell you that Dr. Robotnik will again make an escape? Anyway, Dr. Robotnik will leave your pal Tails behind.

TIP: Occasionally you will find hidden passageways within the Acts of SONIC 2, however they are usually walls. To break open these walls, perform a Spin Dash Attack on them. Sonic will then crash through the barriers in front of him. The Spin Dash Attack can also be used to quickly climb up steep hills or to defeat Badniks by crashing directly into them. By crashing through walls, you'll discover hidden rooms here in the Underground Zone that contain 1-Ups and other power-ups.



JAN 25 1995 AUG 18 1999

AG 04 '95

SEP 14 1995 MAY 20 1999

OCT 30 1995

AUG 14 1996

SEP 19 1996

JAN 30 1997

AUG 14 1997

JUN 29 1997

JUL 6 1998

AUG 31 1998

8/94

LA CROSSE COUNTY LIBRARY

DEMCO



3 3403 00181 2962

You gotta love this guy: a high-speed, high-jumping, colorful hedgehog with an attitude. Sonic has become an instant best-seller and remains the symbol of the Sega empire. There are now six different Sonic games, and inside ***Winning Game Tips for Sonic the Hedgehog*** you will learn the secrets to all the games. Plus, you'll get tips, hints, and codes to help you on your way!

TIPS FOR:

- SONIC THE HEDGEHOG CD
- SONIC SPINBALL
- SONIC CHAOS FOR GAME GEAR
- GAME GENIE CODES

- GAME-PLAY SECRETS
THE PROS USE
- PLUS MUCH
MORE



0 71162 00599 8

ISBN 0-451-82285-

P6-AFI-355